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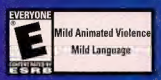

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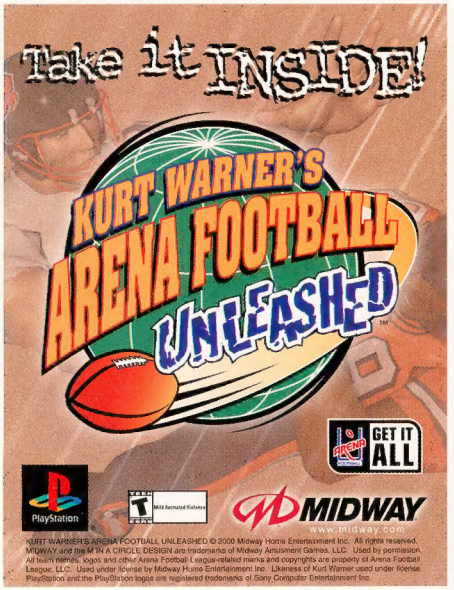

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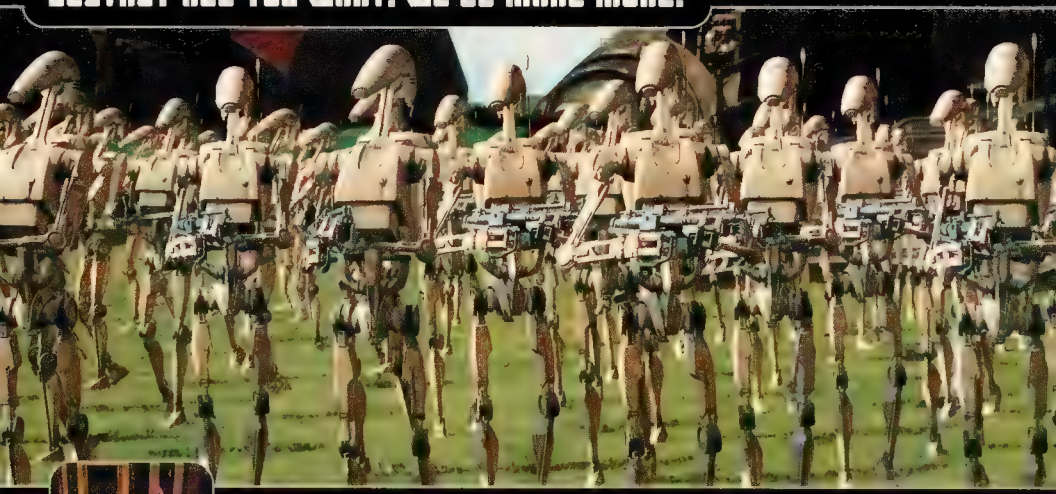

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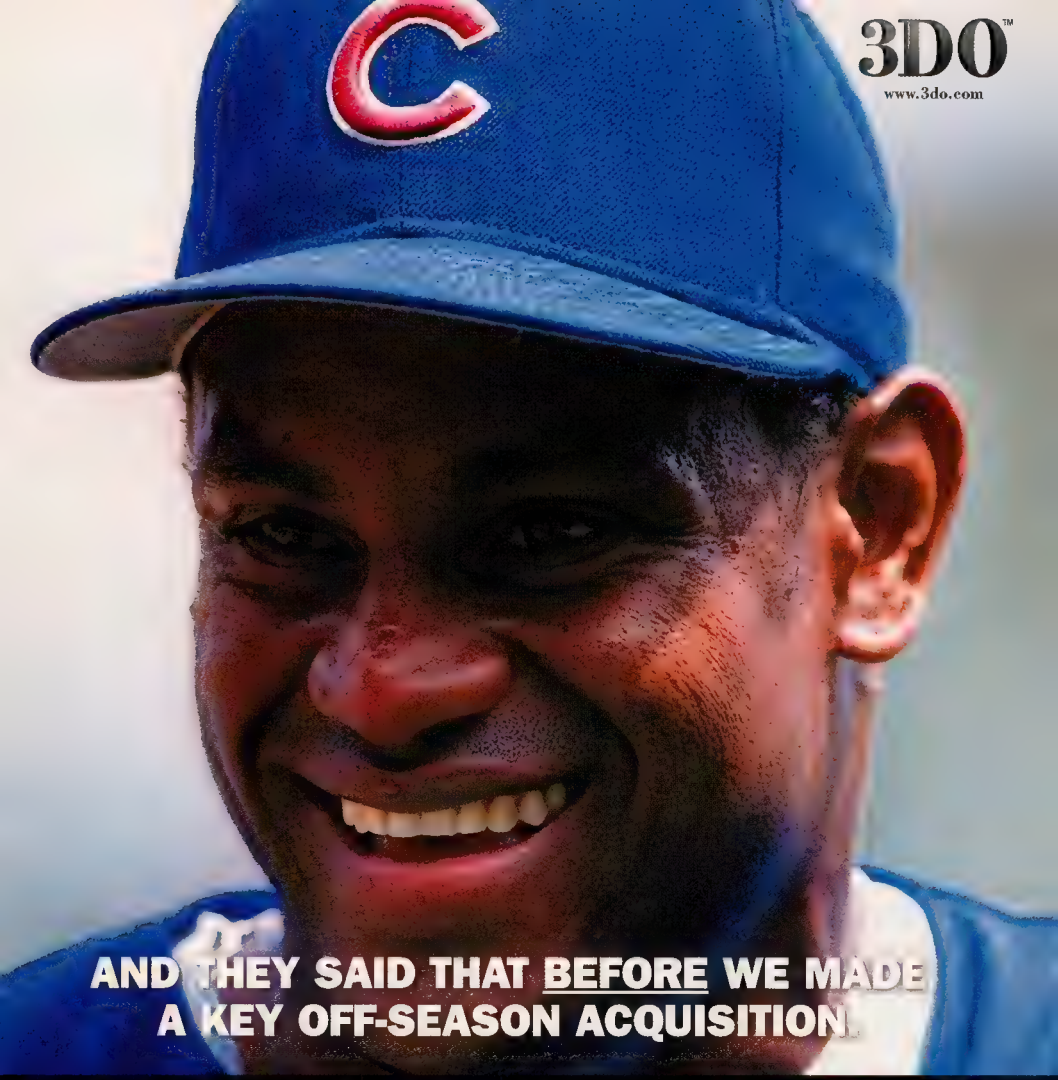

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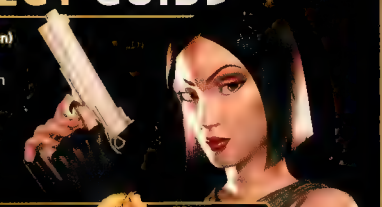

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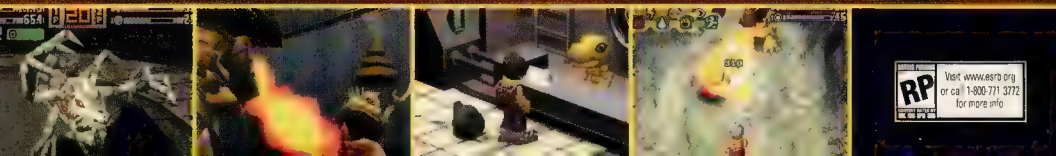

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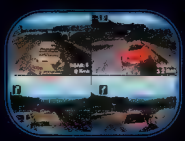

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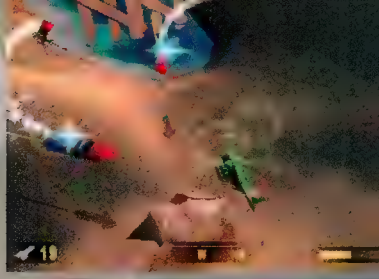

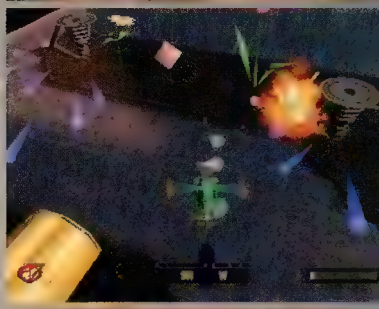

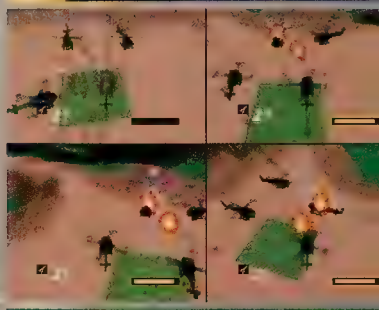

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WHEN YOU HAVE A MAGNETIC HEAD,
YOU'RE GOING TO ATTRACT TROUBLE.
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CONTENT RATED BY ESRB
Sega Dreamcast.
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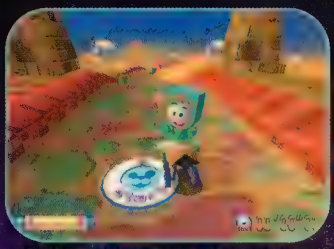
Genki
We know what you CRAVE™
ENTERTAINMENT

"Every facet of the game, from its zany appearance to its goofy character designs and nutty score, is tailored to perfection. Rating: A-"
Dave Halverson • Gamers' Republic

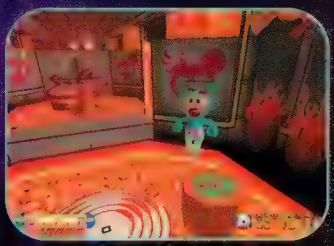
"Its rather unique look and feel, combined with solid gameplay and a zany cast of characters...ensure *Neo* a place among the Dreamcast's elite."
Greg Orlando • DailyRadar.com

"Everything moves so well, and the worlds are so full of color that *Neo* will make quite an impression on anyone who sees it."
Brandon Justice • Dreamcast.IGN.com



Pinki and her goons have taken over Pao Pao Park and it's up to Neo to set things right!

Use Neo's magnetic powers to capture metallic enemies, catapult off platforms and rocket through the air!



Jump, run, ride and swing your way across fantastic colorful worlds!

SUPERmagnetic

neo™

THE ATTRACTION BEGINS JULY 2000.

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EDITOR'S LETTER

E³: Games Will Rock Your World

The *GamePro* Team Bus is rolling into the Los Angeles Convention Center parking lot for the Sixth Annual Electronic Entertainment Expo! You can read all about it in our preview, "E32K," in this issue—and, from May 11–13, you can go to gamepro.com for up-to-the-minute reports from the show floor.

Everyone at *GamePro* is checking out Japanese PlayStation 2 games, so in this issue you get a Hands-On look at Tekken Tag Tournament. At E³, Onimusha, X Boarder, and The World is Not Enough should head the list of PS2 showstoppers. E³ will also cast new light on long-awaited PlayStation games like Tony Hawk's Pro Skater 2, Spider-Man, X Men: Mutant Academy, and Medal of Honor: Underground.

The Dreamcast should also pour it on at this year's show. Ecco: Defender of the Future, Space Channel 5, Sonic Adventure 2, Half-Life, and Baldur's Gate will represent, but the biggest games at the show could be Shenmue and Phantasy Star Online.

Perfect Dark will be unveiled for the N64, while other games to watch include Tony Hawk's Pro Skater 2, Resident Evil Zero (working title), and Banjo-Tooie. Conker's Bad Fur Day could be a Mature-rated hit.

PC gamers will get theirs, too. Starlancer, Baldur's Gate II, War Craft III, and Team Fortress 2 should be solid. American McGee's Alice? Behind closed doors, baby.

The Game Boy Color remains hot, hot, hot, and there will be a monster load of titles for that system at E³, including Pokémon Gold, Pokémon Silver, Metal Gear, and Crystalis.

Of course, the specter of the X-Box will be lurking, but Microsoft is already on record as stating that the Box will not be demoed at E³. But ever-suspicious *GamePro* editors are keeping an eye out.

If anything is certain at E³ this year, it's that video games are going to be better than ever.

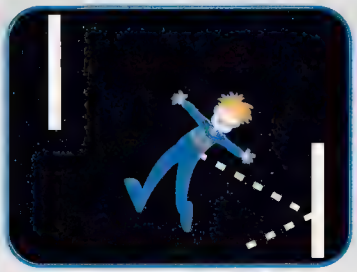
The GamePros
Somewhere between S.F. and L.A.
letters@gamepro.com

DELUSIONS OF PONG

Video games have changed so much since the highly addictive game Pong slapped our society in the face. Pong was revolutionary for its time—it produced an adrenaline rush that made people crave more and paved the way for other video games. Do you think tomorrow's games will be just as addictive—or will they fade away? Personally, I hope game developers keep Pong in their minds while they invent the future of gaming.

▶ **Monkboy20 via Internet**

All right, that's it! The world is winding down on the millennium, so consider it official: You must cease and desist all Pong references. If you look at Tekken Tag for the PlayStation 2 and see Pong, you are stuck in some wacked out time warp. If you look at the X-Box and hope that means better versions of Pong are on the way, then you are deranged. Even the SNES, the Genesis, and the NES had games that blew away Pong. You must get over Pong and move on, or the awesome world of video games will continue to pass you by.



WELL EXCUUUUSEY-MOI

Your March "Buyers Beware" column did a very good job of addressing stereotypes [see page 28]. But then, in "ProNews" of the same issue [see page 36], you show what looks like a French Canadian person dressed in a tight striped shirt, sporting a squiggly moustache, and wearing an artist hat to illustrate the article "Canada to Mario: Parlez-Vous Français, Sucker?" This is one of the biggest stereotypes of the French and French Canadians there is! I'm French and so are a lot of my fellow gamers who read *GamePro*, and I think we deserve an apology.

▶ **Brandon Burnett**
Warrington, PA

There's a fine line between stereotyping and journalistic caricature, though in the case of ethnic stereotypes it's probably best not to tread it. *GamePro* apologizes to everyone who is offended by that image. By the way, since you say you're French, that "artist hat" is called a beret.

MORE STEREOTYPICAL THINKING

The Frito Bandito, in my mind, is not bad at all [see "Buyers Beware," March, page 28]. If Frito had shown a scruffy-looking Mexican man sneaking across the border, then I could understand how that could be offensive. However, Frito used a cute, Speedy Gonzales–type character, and if people think that Speedy Gonzales is a "negative stereotype," then they're long gone. I don't see why the pistols and bandoliers offended Hispanics—after all, he is the Frito Bandito. Stereotypes help illustrate our world, and we'd be lost in a humorless void without them.

▶ **Nicholas Selm**
Indianapolis, IN

Telegram for Mr. Selm: Speedy Gonzales, Baba Looie, and Go Go Gomez are all negative stereotypes; and the term "Hispanic" is considered by some to be disparaging because it is a historical reference to the brutal and exploitive expansionist conquests by Spain in the Americas. You see, the point is not what you in Indianapolis view as an acceptable way to portray Mexican-Americans on corn chip packaging. If the Frito Bandito offends Mexican-Americans, you should respect their concerns. Of course, if you really want to understand the impact of stereotypes, try wearing your Frito Bandito crew-neck in any Mexican-American neighborhood in, say, Los Angeles or Dallas. If you get hassled, just say, "Arriba. Arriba. Speedy es muy loco!"

SAVE THE POKÉMON

Doesn't the concept of Pokémon seem a little inhumane to you? You must catch wild animals, and then force them to fight just for your benefit.

▶ **Sgoku2698 via Internet**

"Inhumane" is a powerful word that just doesn't apply to a video game that stars imaginary creatures. What's "inhumane" is training dogs to fight each other for money or maintaining run-down zoos where little brats lob peanuts at the animals as their parents look on.

DON'T CALL IT "FRISCO"

It may not be a huge deal, but I'm sick of hearing people refer to the city in the Arcade mode of Crazy Taxi as San Francisco. Get it through your skulls—that city doesn't have any San Francisco landmarks, i.e., the Golden Gate Bridge. The cable car system is also much larger in real life, and San Francisco's layout is not a giant circle as is the city's in the game. Also, do you see those bikinis on the beach? Those girls would freeze to death in the icy waters on the coast of San Francisco.

▶ **Dan Borders via Internet**

Boo yah! Leave it to a gonzo GamePro to go ballistic about the Crazy Taxi city. All of us here in the City by the Bay agree with your take.

How to spot a

Sweet ..... TART

You never EMBARRASS your older brother ..... except in front of his [illegible]

You NEVER borrow your dad's stuff ..... unless he's not home to CATCH you

You let your sister have the JOYSTICK ..... when you're DONE with it anyway

Yeah, you're a good guy, but we know you've got that other side, too. Just like SweeTARTS, the candy with the tart and tangy, mouth puckering taste. Bite 'em. You'll see. They're sweet. They're tart. They can't make up their mind!!!

TWEAK YOUR TASTE BUDS.™

©Nestlé

List Mania, Part 1

I know how much you love lists, so here's one!

1. Did any game earn a worse score in *GamePro* than Battle Arena Toshinden URA for the Saturn? [See January '97, page 114. Graphics: 1.5; Sound: 2.0; Control: 3.0, Fun Factor: 0.5.]

2. Why are video games rated so harshly compared to movies? A PG-13 rated movie can get away with nudity, strong language, and blood–but you'll find that stuff only in a Mature-rated video game.

3. My sister is addicted to Pokémon. Is there a cure for this insanity? Will she play until she goes blind?

4. Why do so many people like Pokémon?

5. On the back cover of the March *GamePro*, there's an ad for ECW Hardcore Revolution that says in part: "The Advertisement scheduled to appear in this publication has been withheld due to extreme subject matter and mature content..." Is this statement true, or is it just a blatant attempt to get people to visit the game's Web site?

▶ **Jonathan Barras**
Lido Beach, NY

We pity the fools who send us lists, so here's our pity and your answers.

1. NFL Full Contact for the PlayStation—all 1.0s with a 0.5 Fun Factor (see *GamePro Presents The Ultimate Guide to PlayStation Games*, Winter '97, page 133).

2. This is an unfair world.

3. Start saving up for a seeing-eye dog.

4. Humans are basically hunters and gatherers.

5. The response scheduled to appear here has been withheld due to extreme annoyance and mature language. If you would like to view this answer, go to www.gamepro.com.

List Mania, Part 2

I just don't understand why you hate lists so much. I see lists as an organized way to group ideas into one letter, which creates an easy setup for answering the questions.

▶ **Septimaus via Internet**

The Top Five Reasons Why We Hate Lists:

Number 5: Lists force otherwise cool editors to sling the smack.

Number 4: List writers are unclear on the concept of "numerical order."

Number 3: Most lists are dumb. See "List Mania, Part 1" above for clarification.

Number 2: Every year, a list reminds Santa we were naughty, not nice.

And the Number 1 reason we hate lists: MAJOR MIKE'S LIST...we don't want to be on it.

Catfight Fever

If Jill Valentine and Lara Croft fought each other, who would win?

▶ **Aaron Lerch via Internet**

There's no doubt that Jill Valentine would blow the shorts off Lara Croft. Now you should go and get a life.

Blood With Honor

In Medal of Honor, how come when you shoot a Nazi with a gun or blow up a Nazi with a grenade, there's no blood and there are no body parts flying around? What Electronic Arts dubs a realistic World War II game should have blood and gore, don't you think?

▶ **Ryan Robertelli**
Frankfort, NY

Listen up, Private Ryan, the game is called "Medal of Honor," not "Nazi Hitman." EA calls the game "realistic" because it's based on actual events and on real OSS missions that occurred during World War II. Historical realism also includes actual WWII weapons, finely detailed uniforms, and German dialogue. Now, just enjoy this great game and seek professional counseling.

Do you ever have an insane urge to communicate directly with the writers of *GamePro*?

brobuzz@gamepro.com
major_mike@gamepro.com
airhendrix@gamepro.com
danelektro@gamepro.com
dr.zombie@gamepro.com
lamchop@gamepro.com
jakethesnake@gamepro.com
bobafatt@gamepro.com
e_coli@gamepro.com
miss_spell@gamepro.com
extreme_ahab@gamepro.com
uncle_dust@gamepro.com
four-eyed_dragon@gamepro.com

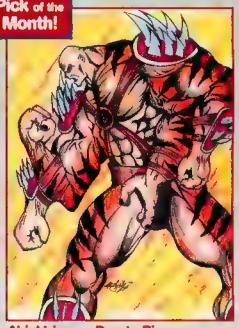
Tell Us What You Think!
This is your magazine, so tell us what you'd like to see in it. Send your letters to:

***GamePro* magazine**
Dear Editor
P. O. Box 193709
San Francisco, CA 94119-3709

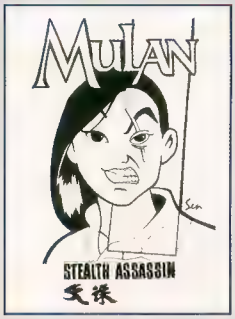
We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

Art Attack

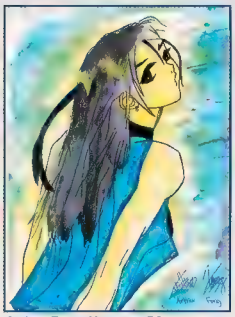
Pick of the Month!



Abiel Irizarry, Puerto Rico



Dave Sennott, East Taunton, MA



Arthur Fong, Ventura, CA

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Art Attack
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San Francisco, CA 94119-3709

Winners Receive a Free GamePro T-Shirt!

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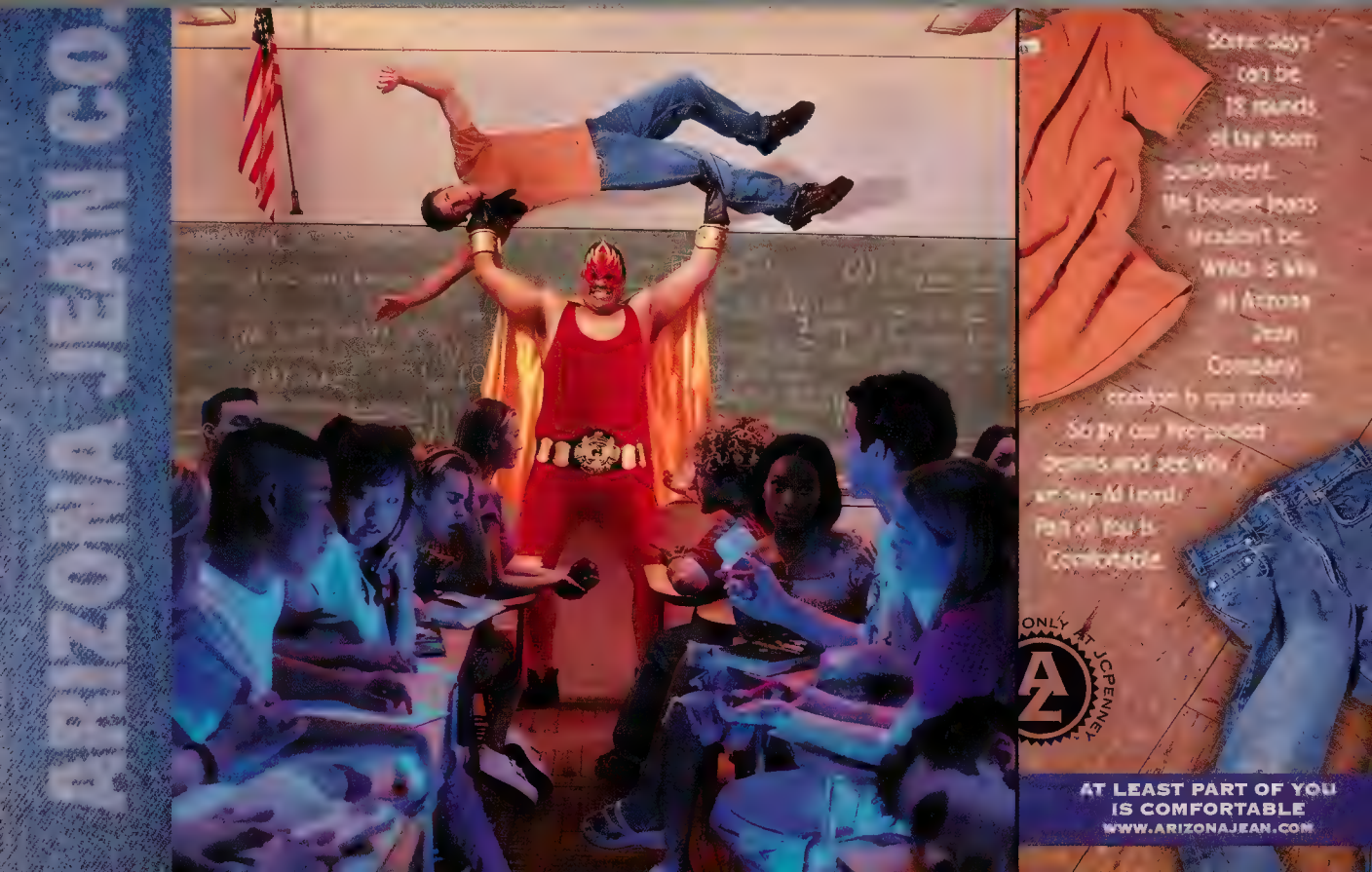
Kyle had not regretted writing his essay on the hypocrisy of pro wrestling until he saw the new substitute teacher walk in that day.



Buyers Beware

By The Watch Dog

The PlayStation 2 shipped last March in Japan—but not without a major glitch. Read below about how even Sony makes errors. Hopefully, the PS2 will be problem-free when it's released in the States this fall.

Submissions

At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

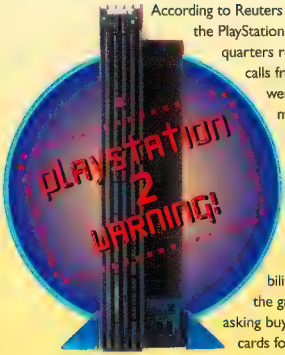
Or e-mail us at:
buyers_beware.gamepro@gamepro.com

You Make the Call

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

An Unforgettable Memory for Sony!



According to Reuters news service, immediately after the PlayStation 2's debut in Japan, Sony's headquarters received a high volume of phone calls from disgruntled consumers who were having problems with their PS2 memory cards. Apparently, data on the memory card that enables users to watch DVD movies was erased when they saved a game. The problem occurred more often with Ridge Racer V than with any other game.

Sony has taken full responsibility for the glitch and has stated the games were not at fault. Sony is asking buyers to return their memory cards for full repair or replacement.

Unfortunately, Sony Computer Entertainment America's customer service said it couldn't help consumers who had bought the PlayStation 2 in the U.S.; it's beyond their control because the PS2 hasn't been officially launched yet here. Anyone in the U.S. who owns the PS2 system must talk to the store they bought it from for assistance.

Protect Your Hands From Mario

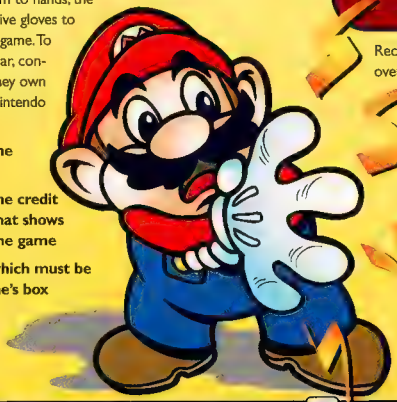
Ever received cuts, blisters, or other hand injuries from playing Mario Party? According to Nintendo and New York's Attorney General, many people have, injuring the palms of their hands while playing one of Mario Party's mini-games that involves rapidly rotating the joystick.

To prevent further harm to hands, the big N is providing protective gloves to consumers who own the game. To obtain the protective wear, consumers must prove that they own Mario Party by sending Nintendo one of the following:

- **A photocopy of the sales receipt**
- **A photocopy of the credit card statement that shows the purchase of the game**
- **The UPC code, which must be cut from the game's box**
- **A photocopy of the front page of the game's manual**
- **A photograph of the game pack**
- **A photograph of the game playing on your TV screen**

Also, you must include an outline of your hand so Nintendo can determine your glove size. The gloves are regular sports gloves without a Nintendo logo or any other distinguishing marks.

Call Nintendo at 800/521-0900 for more information and the address where you should send your proof of Mario Party ownership. This offer pertains only to Mario Party, not Mario Party 2.



Buyers Beware Tip

Recently, *GamePro*'s Air Hendrix was peeved at how he was treated over the phone by a Sony customer service representative. He was miffed that he hadn't received a Gran Turismo 2 replacement disk (see "Buyers Beware," May) after requesting it a month earlier. The customer service rep he talked to was rude and didn't help Air at all. The new game finally came—but only after Air Hendrix had spoken to the customer service rep's supervisor.

So here's some advise for all consumers who feel they're getting the cold shoulder from customer service: Ask to speak to the rep's supervisor. The supervisor is usually more understanding and, most often, will listen to your complaint without any hesitation and act on it in a timely fashion.

Protect Your Valuables. Gotta Have My Pops™

NO AIR BAG. NO SEAT BELT.

IF YOU'RE LUCKY, MAYBE THE SOUND BARRIER WILL BREAK YOUR FALL.

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SEGA'S BOLD ONLINE STRATEGY

Full Dreamcast rebate to all who sign up for new Sega ISP

Sign up for Sega's new ISP, get $200

That's the sweet deal Sega hopes will lure gamers to Sega.com and SegaNet, the cornerstones of the company's highly anticipated online initiative—and the keys to the Dreamcast's future. Sega.com is an entirely new business unit that's independent of Sega of America, though the pair will share resources and promotional power. Sega.com's premier product is SegaNet, a full-fledged Internet service provider (ISP) and "gaming destination" for both console and PC users. Set to launch in September, SegaNet (previously titled the Dreamcast Network) will provide a community for Dreamcast owners complete with e-mail, chat rooms, message boards, tournaments, MP3s, and, of course, intense online gaming with titles like NFL 2K1 and Quake III Arena (for more info on the Dreamcast's online capacity, see "NetPro," April, page 38).

While the $21.95 monthly fee for a SegaNet subscription is certainly competitive, Sega is also offering an unusual sign-up bonus: a $200 rebate check and a free Dreamcast keyboard to all who register for a SegaNet account. If you already own a Dreamcast, you'll be fully reimbursed for your console; if you're in the market for a Dreamcast, Sega will essentially give you the money to get one. It's aggressive but not crazy—companies have always made more money on software than hardware, and this will increase the Dreamcast's installed base dramatically, opening the door to more players buying more games. It will also give Sega a captive audience for gaming's online future.

SEGA.COM

With a dedicated online network for Dreamcast gaming and all gamers using the same exact hardware, Sega says it can reduce or remove two of the biggest detriments to online entertainment: latency and incompatibility. Plus, Sega already has plans for the broadband future: The company will produce a cable/DSL-compatible Ethernet card for the Dreamcast later this year.

Sega will show off SegaNet publicly at E^3; roughly 40 percent of the company's booth is expected to focus on online gaming. You can check **gamepro.com** for live updates from the floor of E^3, and watch for a report on the first SegaNet-ready games next issue in "NetPro."

NEWS BITS

PS2 Glitches

All is not well in the Land of the Rising Sun—at least, not for Sony. The PlayStation 2 launch was hampered by some memory-card bugs that delete the driver needed to view DVD videos (see "Buyers Beware," this issue). Sony has acknowledged and solved the problem, but the company's stock price took a beating nonetheless. A few days later, word leaked of hacks that enable the system to run American DVDs—and the rumors were true. As a result, a new, fixed DVD driver has been produced, but the old one will inevitably remain in some gamers' collections. See this month's PlayStation 2 feature for more info.

Dolphin Delayed

Nintendo confirmed that its upcoming Dolphin game console will not be ready for a simultaneous world launch this December as previously announced. The Dolphin is still on track for a holiday release in Japan, but the United States and Europe will have to wait until Spring 2001. Since the company had not shown a single screen shot or prototype by press time, the delay is not terribly surprising.

X MARKS THE BOX

Microsoft's console confirmed for Fall 2001

The truth about X-Box was out there—finally—at the Game Developers Conference in San Jose in mid-March. Bill Gates, Microsoft chairman, officially announced his company's entry into the console market and christened it with a release date of next fall. Offering a slick presentation that involved a cool-looking X-shaped prototype, multiple technology demos, and the world's richest man in a spiffy leather jacket, Gates addressed a crowd of a few hundred computer and console game developers, most of whom reacted enthusiastically to the announcement.

Promising performance better than twice that of any existing game system, Gates positioned the X-Box (the machine's working title) as a "device for the living room" and stressed to the creator-filled audience that the X-Box would be an "artist-driven" console. He also noted how easy the X-Box would be for PC developers to program thanks to its Windows 2000 and DirectX basis.

When Gates asked the crowd the hypothetical question "Why will it be successful?" he answered, "That's simple. It'll have better games."

While no games were available, Microsoft did present a laundry list of over 20 companies that have pledged their support, including heavyweights like Electronic Arts, Namco, Capcom, Activision, Midway, Eidos, Konami, Acclaim, and Hasbro. The presentation also featured numerous technology demos, including a facial-expression tool, water with realistic ripples, reflection, and refraction; a chaotic room full of Ping-Pong balls and mousetraps; a swarm of butterflies in a Japanese garden; and a soldier and her 50-foot robot going through martial arts movements in perfect sync. Following the impressive reels, Gates quipped, "For a calculator, that's not bad."

The X-Box will be built around a custom version of the Pentium III running at 600 mHz. Nvidia, hot off the GeForce graphics chipset currently powering PCs, will create a custom video processor for the machine, while an 8 GB hard drive will offer the potential for customizable games, add-on patches, and no load time. (For the full breakdown of the X-Box's technical prowess, see this issue's "The Cutting Edge.")

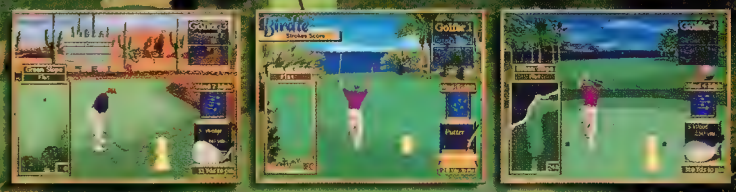
Bill Gates showed off the X-Box prototype—and its potential power—at the Game Developers Conference in March.

Peter Jacobsen's

Golden Tee -GOLF-

The #1 Arcade Hit Has Found A New Home...Yours!

The blockbuster arcade hit, Peter Jacobsen's Golden Tee Golf™, is coming home to the PlayStation® game console! Realistic gameplay, immersive environments and all new enhancements will keep you coming back for more again and again!



- Based on the arcade hit, Peter Jacobsen's Golden Tee Golf™
- 12 custom courses (6 original, 6 mirrored)
- Accelerated 3D engine
- Multiple game modes including Classic Stroke or Skins Scoring, Bingo Bango Bongo, Speed Golf and Club Roulette
- Exclusive Tournament mode

WIZARD Works

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Available at all fine game retail stores, or order online at www.wizardworks.com

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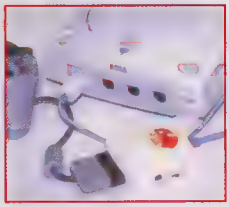
GAMEPRO LABS

Dream Station

Rating: 4.5



The Dream Station adapter lets gamers plug any PlayStation controller into a Dreamcast. This cool hardware also features a switch that allows you to toggle between a wheel and a pad, and it fully supports analog controllers. The Station works well, but you'll need to plug in a nine-volt power adapter to get Dual Shock feedback, and you can't use the L2 and R2 buttons. Still, the Station is a dream for those who find the Dreamcast pad awkward. —*Lamchop*

Price: $29.95
Contact: Ultimate Video Game Accessories, 905/628-0704, www.dreamcaststuff.com

TOP 10

Best-Selling Video Game Titles: February 2000

RANK	TITLE	PLATFORM	PUBLISHER
1	Mario Party 2	Nintendo 64	Nintendo
2	Crazy Taxi	Dreamcast	Sega
3	Gran Turismo 2	PlayStation	Sony
4	NHL 2K	Dreamcast	Sega
5	WWF WrestleMania 2000	Nintendo 64	THQ
6	Tony Hawk's Pro Skater	PlayStation	Activision
7	The Dukes of Hazzard: Racing for Home	PlayStation	SouthPeak
8	Donkey Kong 64	Nintendo 64	Nintendo
9	Spyro the Dragon	PlayStation	Sony
10	Gran Turismo	PlayStation	Sony

Source: NPD TRSTS Video Games Tracking Service

STATIC

...(um)...PS2...(duh)...Now that Connectix is allowed to sell its Virtual Game Station PlayStation emulator again, it has added a Windows version to join last year's Macintosh release. Will it be better than bleem! Check 'em out at www.connectix.com. • Okay, so our "artist's conception" X-Box photo on page 38 of the December issue was a little off the mark, but, then again, the big plastic prop Gates showed on stage was just as surprising. We know the X-shaped box is just a prototype and all, but how cool would it be if the X-Box really was shaped like an X? • What's up with MK5? Ask the gang at www.mk5.org and join other Mortal Maniacs in anticipation. • Dan Elektro threw up so much on the staff trip to Hawaii, he should change his name to Ralph. • Never mind the Blair Witch—beware the Goodlin Midget. *GamePro* has seen the horrors of this creature...it makes a wheezy sound in the wee hours of the morning, and, though it is quite small, it is still extremely deadly. Kilowatt and D-Pad Destroyer attempted to tame it, but barely lived to tell the tale. • When did BMX become the new snowboarding? Oh, yeah—it's Tony Hawk on two wheels, so every company figures a dump truck filled with money awaits them. Good luck. • If you're skeptical about the X-Box and its potential impact, consider this: The only three major companies who haven't pledged their support are Sega, Sony, and Nintendo. • Kellogg's Pokémon Toasted Oat Cereal with Marshmallow Bits? Ah yes, here it is, under "signs of the apocalypse." Tony Hawk 2... Tony

GAMING FOR COLLEGE CREDIT

Here's a checklist for your back-to-school shopping this September: pens, pencils, paper, PlayStation. This fall, UC Irvine will offer the Interdisciplinary Gaming Studies Program, the nation's first course dedicated to studying video game design and, more importantly, their impact on American culture.

Sound like an easy "A"? Not quite. While there have been other college courses dedicated to video game creation, UC Irvine's program will cover a wider range of topics, looking at the "whys" of gaming as well as the "hows." According to the *Los Angeles Times*, the Irvine program—which isn't a major or even a minor, merely an "emphasis"—incorporates not only video game design and computer programming, but also classes in psychology, art, human kinetics, dance, information science, and drama. That's pretty much everything that affects a good game experience, and everything that a good game can, in turn, affect.

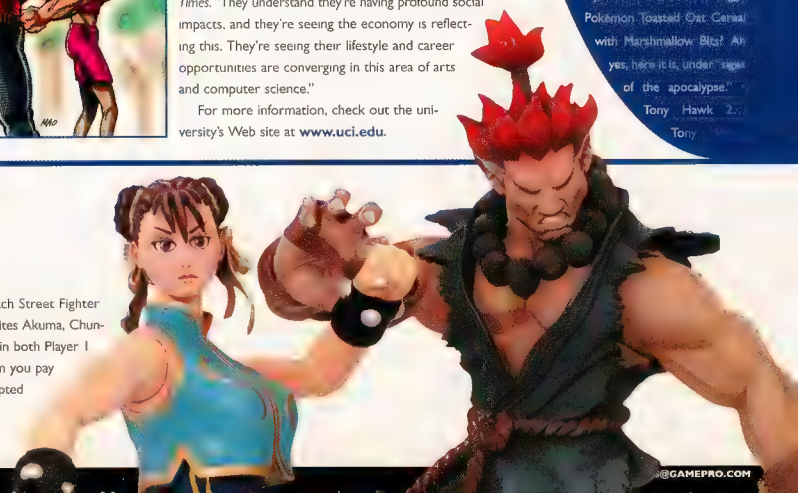
There's a new B.M.O.C.

"[The students are] growing up with computer games, and these environments are second nature to them," said Jill Beck, dean of arts at UC Irvine, to the *Times*. "They understand they're having profound social impacts, and they're seeing the economy is reflecting this. They're seeing their lifestyle and career opportunities are converging in this area of arts and computer science."

For more information, check out the university's Web site at **www.uci.edu**.

NEW SF FIGURES

ReSaurus is back with more topnotch Street Fighter action figures. Look out for fan favorites Akuma, Chun-Li, Charlie, Remy, Necro, and Sagat in both Player 1 and Player 2 paint jobs this June. Can you pay $10 a pop for these gorgeously sculpted figures? Shoryuken! Ha.



THERMAGEDDON GUMMI
BENDY
SQUISHY
YUMMY
FUN
GUMMI SAVERS
GummiSavers

Bill's Excellent Adventure: The Microsoft X-Box

To no one's surprise, Microsoft has placed its stamp of approval on console gaming...and it's a great big X! By The Whizz

No less a personage than Bill Gates has promised a fall 2001 ship date for Microsoft's PC/console hybrid, the X-Box. With the PlayStation 2 due this fall, the Dolphin due next year, and the Dreamcast already entrenched, let the new system wars begin!

"X-Box" remains a working title for this latest console contender, though Microsoft does not rule out the possibility that this will eventually become the system's official name. The Box will be Microsoft-branded with no other hardware partners. The central processing unit (CPU), however, will be custom-built by Intel, and the graphics processing unit (GPU) will be built by Nvidia.

Thinking Inside the Box

By taking a fixed PC architecture and fitting it into a console form factor, the X-Box becomes a sort of "missing link" in the evolutionary development of console and PC game systems. The X-Box's CPU will be an Intel x86-class processor (the current architecture standard for PC processors, including Intel Pentium-class chips) that will clock in at 600 mHz; Nvidia will create a custom 300 mHz graphics processing unit for the console.

With an Intel CPU, a Nvidia graphics processor, and 64 MB of unified memory, the X-Box should put on an extravagant visual show.

Additionally, the X-Box will contain 64 MB of unified memory, which means that developers will be able to allocate any portion of that memory to support any of the X-Box's functions, such as graphics and sound. Plans also call for an eight-gigabyte hard drive and a 4X DVD drive—yes, it will play DVD movies.

The unit will feature four controller ports, and its "fixed" architecture means that, unlike PCs, it won't permit tinkering with components for upgrades. As befits Microsoft's intimate association with PCs, however, the unit is being designed to make it easy for developers—PC game developers in particular—to get going quickly on X-Box games by using existing development tools. For example, the system will support DirectX, which is a piece of Microsoft code that PC game designers use to access sound and graphics hardware. The X-Box will use DirectX 8.0, which is still in development.

Online Potential

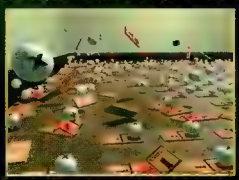
Online gamers will be interested to know that Microsoft has decided to build an Ethernet-compatible communications card into the X-Box with the intent of making it broadband-capable right away. Plus, an external USB-compatible 56K modem for narrowband applications will be sold separately as a peripheral.

This slick piece of animated choreography was reportedly produced using just 25 percent of the X-Box's computing power.

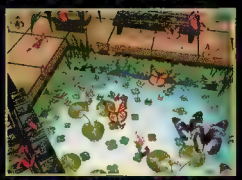
X-Rated

Microsoft promises that the X-Box will combine the strong points of a console game system and a PC. Of course, the proof is in the gameplay, and some heavy-hitting game companies have already expressed support for the X-Box, including EA, Konami, Namco, Acclaim, and Ubi Soft. Activision is promising Tony Hawk's Pro Skater for the X-Box, and Afro Thunder from Midway Home Entertainment's Ready 2 Rumble Boxing strutted his stuff when the X-Box debuted at the Game Developer's Conference last March.

Though Microsoft has no track record in game consoles, there's little doubt that the PC powerhouse is positioned to make a serious run for video game system dominance. (For more info, see "ProNews," this issue.)



In this demo, chaos reigned in a room full of mousetraps and Ping-Pong balls as the X-Box skillfully managed the physics for each individual ball.



There was no shortage of dazzling technology demos for the X-Box; the potential for gorgeous game graphics is definitely there (see above).

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NEED FOR SPEED: MOTOR CITY

EA hopes to take online racing to the next level with Motor City, which will have its own community where drivers meet, greet, and speed to the finish line.

By Ash

Customized paint jobs (and good graphics) will be standard fare in Need for Speed: Motor City.

In pink-slip competition, you'll walk away with two cars—or none at all.

NEED FOR SPEED: MOTOR CITY is still in the early stages of development, but the mere thought of NFS-style racing online has pulses pounding. This game promises to put you in the driver's seat of some classic hot rods from Detroit's golden age for some seriously speedy competition.

ONLINE PIT STOP

Motor City's online community will allow users to download new skins for their cars, check out glamour shots of other racers, and even watch race replays; the on-site newspaper, the *Gazette*, will give racers a chance to see their names in print after they've dusted their opponents. Races and events will offer prize money that can be used to customize vehicles (swap out the engine, add a spoiler, change the horn, etc.) or to buy and sell autos in the online community. High rollers who really want to lay it on the line will be able to wager their car's pink slip against their opponent's.

Multiple racers will make for some frantic driving.

Hopefully, Motor City will leave latency issues behind.

LATENCY, SCHMATENCY

Of course, online racing games have always been plagued by the latency curse. You might be Jeff Gordon's digital doppelgänger, but Internet lag can keep your performance stuck in neutral. "Latency is the single biggest issue when dealing with online games—especially online racing," says John Eberhardt, producer on the Need for Speed: Motor City team. To combat this problem, Electronic Arts will offer a variety of race modes designed to keep the action going at a rapid pace: For example, "best time of the day race" will enable racers to go head-to-head at a specific time when the 'Net isn't so congested. Also, the Network Play System that EA used for NFS: High Stakes and NFS: Porsche Unleashed is currently in its third generation, and EA claims it's a fast and stable online gaming system.

You'll be able to take a '57 Bel Air cruisin' on The Strip in this online racing game.

Motor City may hit the starting line early this fall.

STILL ON THE ASSEMBLY LINE

Unfortunately, EA wasn't able to divulge the nitty-gritty details, such as when Motor City will peel out from the starting line (early fall seems likely) or what the cost of playing will be (you'll need to own a boxed copy). We do know that a Quick Race mode without any customizing options is in the works for those who just want to burn rubber on the 'Net (perhaps at minimal or no cost). Stay tuned to *GamePro* for more on how Motor City is shaping up.

Need for Speed MOTOR CITY

URL: www.needforspeed.com/motorcity

System Requirements: Pentium II/233 with 3D accelerator card, 28.8+ modem

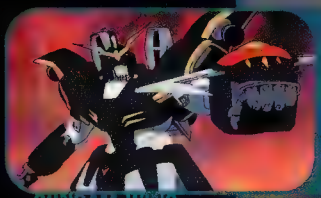
Price: Not available

Available: To be determined

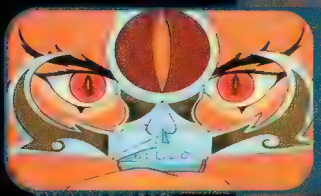
Races will take place at different times of the day.

SEARCH: ANIME

DRAGONBALL Z

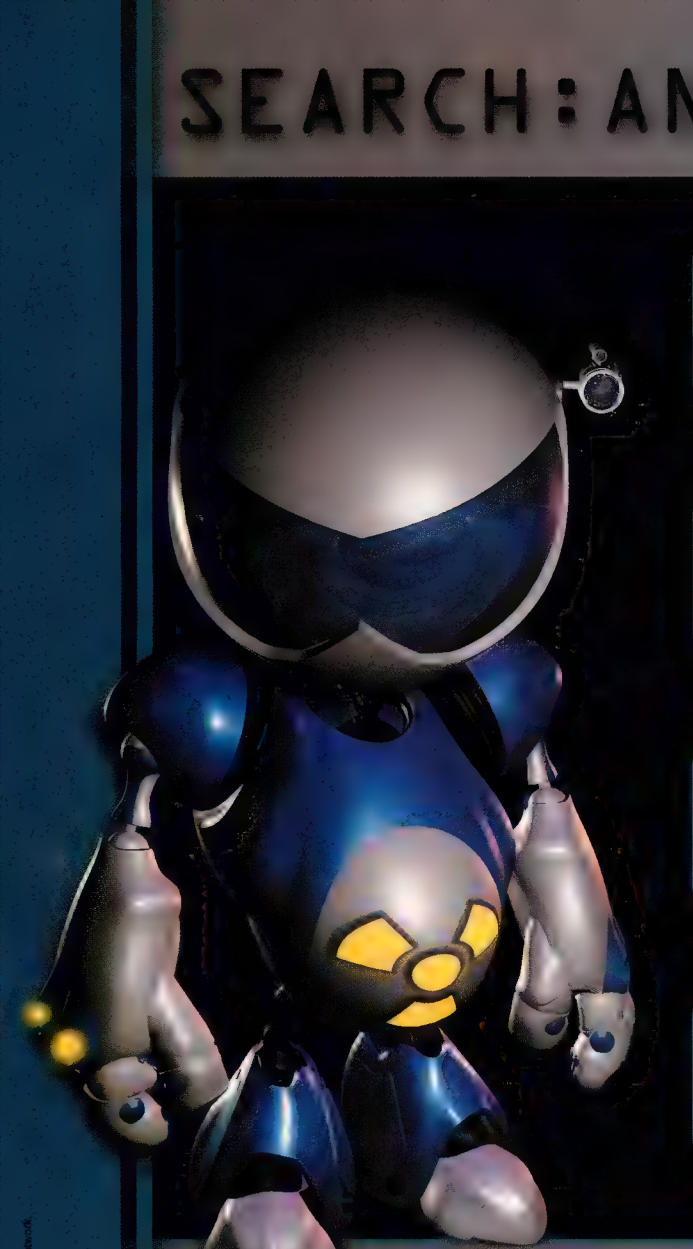


GUNDAM WING



THUNDERCATS

RONIN WARRIORS



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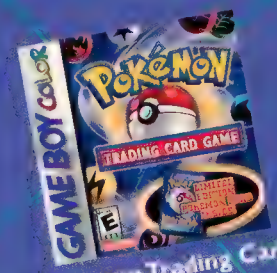

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Entertainment Software Ratings System

- Early Childhood
- Everyone
- Teen
- Mature
- Adults Only
- Rating Pending

Nintendo

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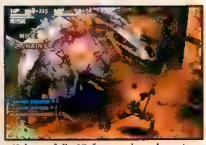
Return to a dark, graphically rich world full of agents, espionage, and conspiracies



Take on fully 3D foes modern-day spies rarely see - like fire-breathing dragons

PlayStation

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PlayStation
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Kick computer to make it work.
Use new tools to get treasure.
Teleport Orb gets you to island.
Save before using duplicators.
Look inside barrels.
E
EVERYONE
Animated Violence

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Spy Hard

Joanna Dark, spy "girl" star of the hot new first-person actioner Perfect Dark, has you in her sights. Will Perfect's advanced A.I. and steep challenge be enough to revoke GoldenEye's license to thrill?

You could say that taking on GoldenEye 007, the best N64 first-person action game ever, is a man-sized challenge...but you'd be wrong! Femme fatale Joanna "Perfect" Dark was the top gun at spy school, class of 2023, and now she's starring in a mighty makeover of GoldenEye—a game some have called, well, practically perfect. And while Perfect's run-n-gun look and feel will be recognizable to fans of GoldenEye—both were crafted for Nintendo by Rare—the new game's jacked-up enemy A.I., realistic character graphics, mondo multiplayer madness, and Mature rating all help push Perfect Dark up to another level.

Space-Age Spying

Joanna may have been a perfect student, but now she's on her first real-world espionage adventure. The story line centers on the secretive and ruthless dataDyne corporation, which has mysteriously become the leading source of some out-of-this-world technology.

Rescuing a dissident scientist from dataDyne corporation begins an adrenaline-charged journey that covers nine international locations from Chicago to Area 51 (and Area 52!) making a total of 17 stages. The rescue mission also springs the first of several story line surprises on you.

You Can Run, But You Can't Hide!

Perfect's tale holds your interest, but it's the aggressive first-person gunslinging that keeps you on the move. You'll understand the Mature rating as you blaze a bloody trail of downed dataDyne goons. The topnotch audio effects get edgy as well, with mortally wounded bad guys gasping their last words and shouting expletives in response to your marksmanship, all in Dolby Surround Sound.

But, hey, the bad guys get their licks in, too. The enemy A.I. is absolutely nasty by GoldenEye standards. Guards run to the sound of your shots; faraway snipers zap before you spot them; soldiers with cloaking devices blast you when you can't see 'em—even the wounded guys with one leg dragging behind them will chase you.

Joanna "Perfect" Dark is prepared to push past James Bond.

Perfect Dark's multiplayer setup is the most extensive and the most fun of any first-person console action game.

PROTIP: Inside dataDyne during Mission 1, the isotope's radioactivity prevents you from entering without taking damage. Use the camspy to photograph the isotopes.

The Simulants are A.I.-controlled adversaries whom you can program to be allies or adversaries during multiplayer games. You can program their personality traits, too.

BY ATOMIC DAWG

- Published by Nintendo
- $69.95
- 4 players
- Available May
- ESRB: Mature
- Action

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

If you're itching for a challenge, Perfect Dark is ready to get it on. At the hardest of the three skill levels, Perfect Agent, each stage has five missions. That's 85 thumb-blistering shootouts—and to access Perfect Agent you have to beat the game at the medium/Special Agent skill-level first.

Dark and Dangerous

Thankfully, Joanna can find 35 weapons, and each has a button-selectable secondary firing feature: For example, the Cyclone machine gun will fire 50 bullets at once in secondary mode. You'll also discover some awesome armaments like the Farsight gun that enables you to see—and shoot—through solid objects.

Crisp controls put all this techno-firepower at your fingertips and keep your fighting moves fluid. GoldenEye pros will freak over the easy-to-use zoom-in sniper scope that moves you amazingly (almost unsettlingly) close to your targets.

You'll see some cool scenery, too, but the graphical highlights run much deeper. The GoldenEye "blockhead" look is gone—Perfect paints people with craniums that have smooth, almost-normal-looking edges—and the face textures are eerily realistic. The animation is silky smooth, managing an eye-spraining amount of detail-laden movement even during the fiercest gun battles.

Meet the Simulants

Perfect's multiplayer surprises are monsters. In addition to the four-player games, you can play two player co-op or counter-op. In counter-op, one of you plays a bad guy drawing down on Joanna in the regular game levels.

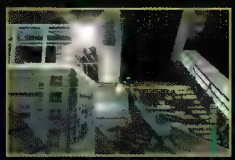
The four-player matchups are awesome, an evolutionary leap beyond GoldenEye's. They get a boost from a gang of resident clones called Simulants who have adjustable smarts and 12 personality traits. Your multiplayer options include: just you against Simulants, a four-human team versus Simulant teams, teaming Simulants up with human players in any combination, or just placing the Sims in levels to wreak havoc as you and your pals fight it out.

PROTIP: To begin Mission 1's dataDyne–Extraction level, you need night-vision goggles. But remember that the glare from house lights blinds you if you don't remove your goggles.

PERFECT DARK

Near Perfect

It's simple: If you in any way enjoyed GoldenEye 007, you must play Perfect Dark. You won't get Bond, but you will get the stingiest first-person shooting challenge ever. It's too bad Nintendo decided to pull the ability to add real faces to the action using the Game Boy camera, but then nobody's perfect.



PROTIP: In Mission 1 at dataDyne, take out the security cams to keep guards from ganging up on you.

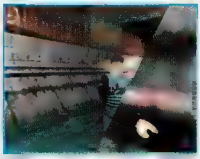
PROTIP: At the start of Mission 2, you won't last anywhere if you don't take out the guards holding the hostage—immediately!

PROTIP: Before you enter dataDyne in Mission 1, use an ECM mine to disable the internal security systems.

Mission 3: Chicago Blues

PROTIP: The first part of Mission 3: Chicago–Stealth is a blistering, running gun battle, one of the deadliest areas at Special Agent skill level. To begin, quickly knock out the guard and the civilian so they don't sound the alarm...

Then exit the alley and cross immediately to the left side of the street. Slide through the opening in the wood wall. Move down the drainage ditch, turn right, and fight the Drop Point equipment...



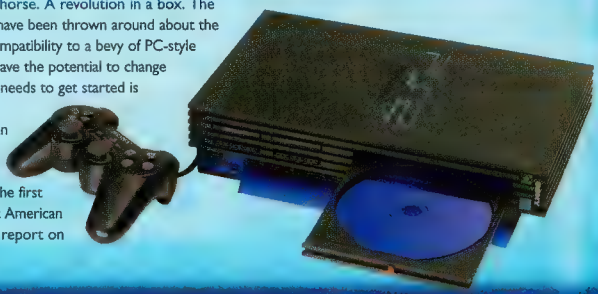
Now run back down the ditch. Turn left at the intersection, then duck (press and hold R and press bottom-C) into the second alcove on the left. You can easily pick off guards from there. Open the grating (press B) and reprogram the [illegible]. Watch out for that nasty [illegible] gun!

GRAPHICS 5.0	SOUND 5.0	CONTROL 5.0	FUN FACTOR 5.0
Perfect's graphics keep up with the action even in the midst of the most outrageous four-player melees. Cool details include "real" character faces, night-vision and through-the-wall views, as well as story cinemas that actually have continuity.	If you can, plug into the home theater to really hear the awesome audio effects. The game is Mature-rated, so you'll be able to detect the dying screams of wounded enemies.	Perfect Dark's controls do GoldenEye's one better with easy-to-guide sighting, remote-controlled robot cameras, zoom-in sniper scopes, and single-button switching between weapon-firing functions. You'll have a handy crouch/duck move, too.	Maybe Nintendo was smart to make GoldenEye fans wait so long for their next fix. Perfect Dark deals out vicious-but-fun first-person action. The tough single-player challenge, multiple skill levels, and numerous multiplayer options ensure long-term gameplay.

playstation 2: power on!

With the release of the PlayStation 2, Japan has seen gaming's future. But to GamePro, it looks a lot like gaming's past. In this hands-on special report, editors get their mitts dirty and give their impressions.

By Dan Elektro, Major Mike, and Four-Eyed Dragon



THE CONSOLE TO end the console wars. Sony's Trojan horse. A revolution in a box. The future of gaming. A lot of wild claims and bold statements have been thrown around about the PlayStation 2, and to be honest, it's not all hype. From DVD compatibility to a bevy of PC-style input jacks and expansion ports, the PlayStation 2 really does have the potential to change the way consoles are seen and used by the mass market. All it needs to get started is one thing: killer games.

The first signs of the PlayStation 2's impact showed up in Japan in March, when 980,000 systems were sold during its launch weekend, but even the greatest console is judged on the quality of its games. The software those happy gamers took home in the first month set the tone for future Japanese titles, as well as for what American gamers can expect this fall. Check out *GamePro*'s Hands-On report on the following introductory titles for the PS2.

street fighter ex3

published by CAPCOM

WHAT CAPCOM LACKS in originality, it makes up for with impeccable gameplay and cool user options. So it is with the 3D-objects-in-a-2D-plane Street Fighter EX3—great graphics and great fun, but nothing truly new.

choose and perish

Twenty-six fighters make the cut this time. Nine must be unlocked, two of whom can be customized right down to their specific moves. The single-player mode offers a nice change of pace: The first match is a three-on-one, while successive matches alternate between tag battles and uneven-odds "dramatic" and "team" battles. As you defeat opponents, they'll ask to join your team; if you accept, they'll fight with you in the matches that follow. Also, SFEX3 features the greatest credits sequence ever—a wild back-alley brawl against seven enemies at a time!

The idea of full four-player matches sounds nice, but when more than two players are on the screen at once, the fun is hampered by some demoralizing slowdown. Otherwise, the graphics are gorgeous, if a bit too perfect and slightly sterile. Advanced lighting tricks and high polygon counts make this the prettiest Street Fighter yet.

life on the street

The slowdown problems are a major disappointment, but fans can only hope that it's a matter of first-generation jitters. If nothing else, Street Fighter EX3 proves there's still room for Capcom fighters in gaming's 3D future—and that good gameplay never goes out of style.

tekken tag tournament

published by namco

The [illegible] Tekken 3 story. Tekken Tag Tournament from Namco. The drool-inspiring screens tell only half the story — thankfully, the beautiful graphics are supported by a very solid fighting game.

fighting supreme

Tekken Tag has 20 fighters (and at least 12 additional hidden ones) from Tekken, Tekken 2, and Tekken 3 — everyone from King and Nina to Heihachi and Michelle. What distinguishes Tekken Tag from its predecessor titles is the "tag" aspect. You can choose two fighters and switch between them at will during a match. This change-up feature can also be incorporated in combo attacks. For example, you can loop a character up into the air with one character, then switch to the other character and keep hitting your opponent while he's airborne.

hyper solid

The gameplay is identical to the arcade version and includes all of the hard-hitting combos, bone-crushing linkers, and surprising counters that shot TTT to the top of the arcade charts. The four-button (two punches, two kicks) layout works perfectly with the PlayStation 2 controller, and the fifth "tag" button is easy to access on R1 or L1. In addition to Arcade and Versus modes, Tag Tournament will feature a training mode, a hidden bowling game, and additional modes that Namco hadn't yet announced at press time.

graphic force

The one area where the PS2 version of Tekken Tag clobbers its arcade counterpart is in the graphics. Characters are ultra-smooth and battle it out in arenas loaded with so many details that you have to stop fighting to catch them all (such as the groups of monks that bow at each other when they pass). Cool graphical touches have been added to the fighters, too: For instance, defeated brawlers clutch their backs in pain after they've been hit with the final blow for the KO. TTT also features an extra playable character who wasn't available in the arcade version. If you're a Tekken fan, Tag Tournament should be an automatic purchase when it's released on these shores this fall.

CONTINUED ▸

Ridge Racer V

published by Namco

As it is written, so shall it be: If Sony is launching a PlayStation, well, then Namco has to have a version of Ridge Racer ready to go. Ridge Racer V does that duty—but the only thing that feels fifth-generation is the graphics.

Win, Lose, or Draw-in

Mind you, those graphics are quite impressive, offering killer replays and lots of little details like seams in the highway. As usual, there are no automaker licenses, but the high-polygon car models resemble major brands like Porsche, Honda, and Lamborghini. Players can earn a garage full of trophies and cars, winning upgraded models with each series and changing paint jobs at will. Nevertheless, it's disappointing that the oldest enemy of racing gamers—the dreaded draw-in on the horizon—still rears its ugly head, and it's even worse in split-screen games. Plus, there's a poor illusion of speed in Chase Cam mode until you earn an upgrade or two.

Fans of the series will be disappointed to learn that RRV suffers from "S.O.F.T." syndrome: Same Old Freakin' Tracks. The courses are nothing new, and some laps are the same as those in the original Ridge Racer. The announcer is a nice touch—he's a bit chattier than he used to be and doesn't sound like he's on amphetamines—but he repeats himself too often to be enjoyable. RRV does, however, take advantage of the Dual Shock 2's full analog components: The steering and pressure sensitivity of the buttons are both adjustable in the Options menu.

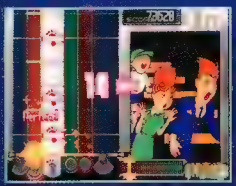
First Lap

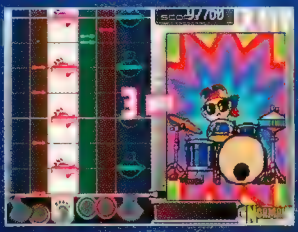
Ridge Racer V might deliver what racing fans in Japan crave for now, but it's little more than a 1995 game with a 2000 paint job. Assuming Gran Turismo 2000 is ready to roar at the U.S. launch, Ridge V may have a hard time keeping up. G

Drummania

published by Konami

Admit it—you play "air drums" when nobody's looking. After all, those guys on MTV make it look easy…but armed with sticks and an opportunity, can you really lay down a groove? DrumMania gives you the chance—sorta—for a hand/eye coordination test like no other.

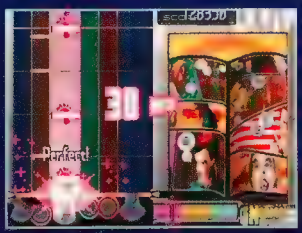


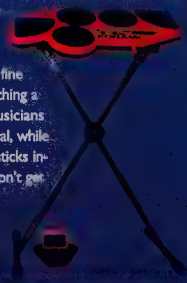


Beat This Game

Like its arcade counterpart, DrumMania comes with an electronic drum pad controller, complete with stand, foot pedal, and plastic sticks. Players score points and earn letter grades by hittin' the skins in time with onscreen cues. For multiplayer games, up to two owners of Guitar Freaks can plug in their custom guitar controllers and jam on the same tracks.

As with other games in the Bemani series, DrumMania isn't nearly as much fun without its special controller, in this case, a cherry-red electronic drum kit. While the rubber pads are nice and durable, the foot pedal, in a word, sucks—it's a trigger on a foam base that shimmies away from your foot every chance it gets. It also would be more helpful and make more sense if the controller's pads were color-coded with the icons on the screen.





Irritating Sticks?

While it's certainly a fresh, fun challenge, DrumMania could've been done just fine on the original PlayStation—with 2D graphics and CD-based music, this is nothing a 32-bit system couldn't handle. The game can also be frustrating to both musicians and non-musicians; drummers will find following screen cues to be a bit unnatural, while non-drummers may be overwhelmed by the need to hit six buttons with their sticks instead of their thumbs. Although it's worth trying out, most American gamers won't get the chance as DrumMania isn't currently slated for a U.S. release. G

Stepping Selection

published by Jaleco

Now you won't even have to get up to get down and boogie. Stepping Selection brings dance fever to the PlayStation 2, enabling even lazy, uncoordinated freaks to get their freak on. But will they want to?

Like DrumMania, Stepping Selection reflects Japan's current infatuation with music and rhythm games. Players must keep the beat with their feet, matching colors to the spots on an optional dance mat controller. As the musical fodder for your moves, videos by Britney Spears and the Backstreet Boys share the spotlight with '80s cover tunes like "Ghostbusters" and "My Sharona."

Unlike DrumMania, Stepping Selection's symmetrical nature makes it easy to learn and highly playable with the Dual Shock 2 controller. Its appeal in this country, however, would be limited at best—especially if you don't like bubblegum pop, past or present. Who's Marilyn Manson when you're not here? G

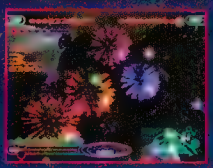
Fantavision

published by Sony Computer Entertainment

LIKE SMALL CHILDREN and eager puppies, gamers are easily distracted by shiny objects. Fantavision's action/puzzle gameplay is filled with nothing else but bright colors and big explosions. Ooh, pretty!

Fantavision challenges players to link similarly colored fireworks, then detonate them as a combination blast for an impressive light show. The more fireworks you can combine and set off before they fizzle, the higher your score; when you start daisy-chaining diverse colored strings—well, the sky's the limit.

The graphics are gorgeous, but only hint at the PS2's capabilities; future games should be able to do much more. A sprightly jazz/lounge soundtrack gives Fantavision a light, happy feel—appropriate, since it's a totally innocuous game—and it's probably the only game on the market with tons of explosions but no violence. With lots of Japanese text and speech, Fantavision might be a little tricky for U.S. gamers to learn on their own, but once you understand the rules, it's an addictive and gorgeous light demo for your new import toy. G



The Verdict

Well, Sony didn't sell close to a million of these systems in a single weekend for nothing, but it's clear that the launch software isn't exactly adventurous. Game makers have gone with the tried-and-true to help anchor the new console, and that's fine…for now. The PlayStation 2 exhibits great potential, and gamers in America should expect to see that potential more fully realized when the system launches stateside this fall.

Little Things Mean a Lot

Real-World Observations of a Real PlayStation 2

- The PS2 has an internal fan, so it's noisier than the original—but it runs a little cooler as a result, reducing the risk of overheating.
- If you're looking for the end of load times, you won't find it here. There are still loading pauses, though they're admittedly shorter than the original PlayStation's.
- The analog buttons on the Dual Shock feel very comfortable—not at all like the springy sticks of Namco's NegCon. Ridge Racer V, for instance, features a menu that lets users adjust the sensitivity of both the analog sticks and the buttons.
- Most of the Japanese launch software is not on DVD discs—it's on CDs. A blue coating denotes CDs, while a silver underside means it's DVD software. Kessen was the only game available at launch as a DVD-ROM.
- The promised graphical enhancement to old PlayStation games isn't terribly noticeable. There's a little improvement in the textures, but not enough to make a dramatic difference.
- The widely reported bug that enables first-generation Japanese PS2s to play Region 1 DVD videos—that is, movies encoded to play only on U.S. players—does in fact work, albeit erratically. There are three methods: With a Region 1 DVD inserted, turn the power on and 1) hold down L1, Select, and O; 2) press L3 (the left analog stick/button); or 3) Get an old PS1 non-analog pad and hold Up. If you see two lines of Japanese text, the disc was rejected; one line of text means the disc has been recognized but that doesn't ensure that it will play. If one code doesn't work, try the others, then try the first again and keep alternating—a code that doesn't work at first might work the second or third time. Some discs won't play at all, but you won't hurt your DVD disc by trying. Because this is clearly not a supported feature of the PS2—it's a miracle and a mistake that it works at all!—your mileage will vary wildly.
- Some DVD videos sold in America aren't regionally coded. If a disc doesn't have a "Region 1" icon on the back, it will probably play on an import PS2 without any tricks. Unfortunately, that limits the field to mostly older movies and specialty videos like *A Hard Day's Night* and *Weird Al Yankovic: The Videos*. Digital Leisure's DVD Video versions of Dragon's Lair and Space Ace work fine as well. You can find out which DVDs are regionally coded and which ones aren't at www.amazon.com.

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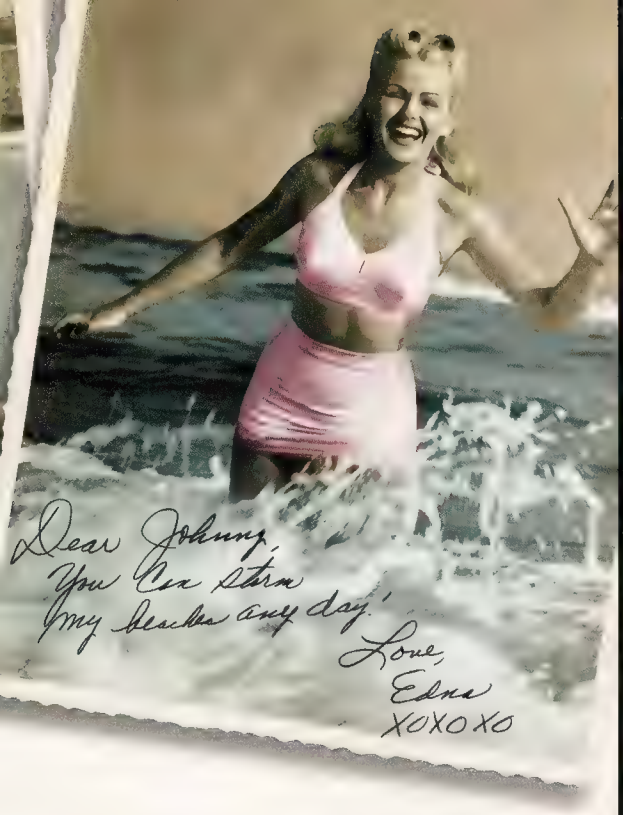

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Onimusha: Warlords

BY UNCLE DUST

Developed and published by Capcom

Target release date: Winter 2000

Bring Out Your Dead

The growing legend of the production of Onimusha: Warlords is becoming almost as wild as the game's story line. It started out as a Nintendo 64 title, which was cancelled, then moved on to the PlayStation, where it quickly ran out of hardware power, and eventually found a new home on the PlayStation 2. As for the game itself, Onimusha will take you to 16th Century feudal Japan where you'll play as Samanosuke, a brave samurai who must rescue a princess from the clutches of the evil warlord Nobunaga Oda. To accomplish this, you'll have to search through enormous Inabayama Castle, which has been infested with evil undead warriors.

Capcom looks to harness the graphical power of the PlayStation 2 to push the survival/horror genre to new heights with the samurai slasher Onimusha.

Resident Medieval

The script for Onimusha was written by Flagship, the Capcom subsidiary responsible for the story line of the Resident Evil series, and is based on legends of feudal Japan. The game will feature unparalleled visuals, with a whopping 10,000 polygons per character, and beautiful special effects for a variety of magical armaments, such as fire and wind swords. Also, to add to the horror, you can expect large quantities of the most realistic blood you've ever seen in a video game.

With its epic story line and stunning looks, not to mention its exceptionally talented developers (including the creator of Mega Man, Keizo Inafune, in addition to Flagship), Onimusha: Warlords could very well turn out to be one of the most impressive titles for the PlayStation 2 when it finally makes its way to the U.S. this winter.

Gran Turismo 2000

BY DAN ELEKTRO

Developed by Polyphony Digital/Published by Sony Computer Entertainment America

Target release date: Winter 2000

GRAN TURISMO set the standard for console racing games with its 32-bit debut; now it's on track to re-define racing on the PlayStation 2. Graphically, GT2000 should be a stunner, featuring not only detailed models, but also an enhanced replay mode complete with improved lighting and visual distortion from hot asphalt. As in Ridge Racer V, the Dual Shock 2's analog buttons will be put to good use; application of the gas and brakes will be pressure-sensitive for more realistic control. Gran Turismo 2000 is currently undergoing a major overhaul with completely new car models and backgrounds, but should be quite playable (if only in a limited capacity, as it was at Japan's PlayStation Festival 2000) at this year's E³.

Midnight Club: Street Racing

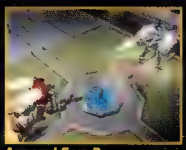
BY LANCHOP

Developed by Angel Studios/Published by Rockstar Games

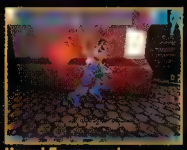
Target release date: Fall 2000

SPEED FREAKS WILL take to the streets this fall in Midnight Club: Street Racing, a go-anywhere racing game for the PlayStation 2. Players will begin their illegal street racing in the relative safety of a city taxi—until they're challenged by the elusive and notorious Midnight Club. Then the fun begins. You'll have access to many vehicles and will be able to fine-tune their specs. As you zigzag through three detailed 3D cities—New York, Tokyo, and London—you'll also have detailed, realistic collisions with traffic and other objects. You should be able to join the Midnight Club this fall.

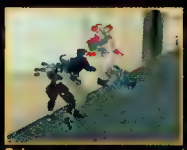
Oddworld: Munch's Oddysee
Target release date: Fall 2000



Armored Core 2
Target release date: Fall 2000



Unreal Tournament
Target release date: Fall 2000



Oni
Target release date: Fall 2000

Syphon Filter 3
Target release date: 2001

Dead or Alive 2
Target release date: Fall 2000

Getaway
Target release date: Fall 2000

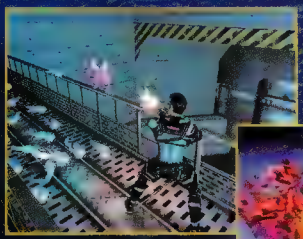
Road to El Dorado
Target release date: 2001

Extermination

BY DAN ELEKTRO

Developed by Deep Space/Published by Sony Computer Entertainment America

Target release date: Fall 2000



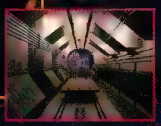
Billed in Japan as a "panic action" game, Extermination is a third-person action/adventure title in the vein of Resident Evil, but substitutes a sci-fi flair for RE's horror leanings. Few details are known about the plot, but there's a good chance that Sony will spill more secrets on the show floor, especially considering how hot this genre currently is. The Extermination development team is comprised of members of the original RE team, so it will be interesting to see if they can make lightning strike twice.

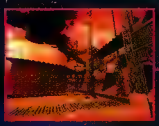
The World Is Not Enough

BY DAN ELEKTRO

Developed and published by Electronic Arts

Target release date: Fall 2000





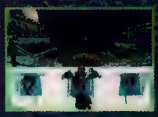
Electronic Arts' follow-up to Tomorrow Never Dies promises to be a whole lot more impressive. Players will assume the role of Bond in a quest to thwart—what else?—a madman with plutonium and a death wish who wants to nuke an entire country. Would-be secret agents will wield 20 weapons, tons of Q gadgets, and a license to kill through 10 global missions that follow the movie's plot, complete with clips from the film. With an intense first-person perspective and the Quake III engine at its core, will this be the game that finally unseats Golden Eye 007 as the best Bond console title?

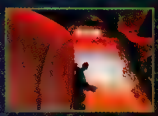
Snowboard SuperX

BY DAN ELEKTRO

Developed and published by Electronic Arts

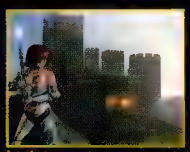
Target release date: Fall 2000





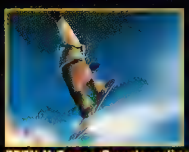
EA's big surprise for the PlayStation Festival 2000 in Japan could wind up as one of the best launch titles in the U.S. While a downhill racer snowboarding game may not sound like anything special, Snowboard SuperX (SSX for short) gives you an unusual amount of freedom as you carve a path in the powder. There will also be six game modes, including a snow-crystal collecting adventure described as the snowboarding equivalent of hide-and-go-seek. Traditional courses will be joined by a giant pinball machine–style mountain and an iceberg run…in Hawaii. Will "wacky" work for serious snowboard fans? Find out this fall.

Motor Mayhem
Target release date: Fourth Quarter 2000



Legion
Target release date: Fall 2000

Sky Surfer
Target release date: Winter 2000



ESPN X Games Snowboarding
Target release date: November

Maximo
Target release date: To be determined

Rayman 3
Target release date: To be determined

Theme Park World
Target release date: To be determined

Duke Nukem
Target release date: To be determined

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Walt Disney World® Quest
MAGICAL RACING TOUR™

An Interview with Crystal Dynamics Producer Steve Pappulis

Briefly describe Walt Disney World® Quest – Magical Racing Tour.

This is an action-packed kart-style racing game that takes you through everyone's favorite *Walt Disney World®* Theme Parks and Water Parks. You race through some of the most memorable rides in history like Big Thunder Mountain Railroad, Rock 'n' Roller Coaster, Haunted Mansion and Disney's Blizzard Beach.

When you play the game, you really feel like you are racing through the Walt Disney World® Resort. How did you go about creating this experience?

We first drew upon our childhood memories and outlined a list of Disney classic attractions that we believed would lend themselves to great tracks for the game. After some initial research, we spent numerous days at the *Walt Disney World®* Resort going on the rides two, three, sometimes five times in a row, taking tons of pictures and video footage. Our goal was to truly capture the feeling of each attraction in order to successfully theme the tracks around them.

Working closely with the *Walt Disney World®* Brand Marketing team and the Walt Disney Imagineering group, we were given guidance and granted access to some behind-the-scenes areas of the parks and attractions. We also spent a great deal of time looking through WDI's photo archives to gather as many visuals as possible to add those "Disney touches" to each of the levels.

DINOSAUR

Big Thunder Mountain Railroad

What is the storyline behind the game?

Those curious chipmunks, Chip 'n Dale, have accidentally broken the *Walt Disney World®* Resort Fireworks Machine. It's up to you to help them fix the machine by collecting the pieces that have been scattered throughout the park.

Besides Chip, Dale, and Jiminy Cricket, who are the new Disney characters in the game?

With the help of Disney's artists, we created 10 completely new characters for this game. Some of the new characters include:

Baron Karlott – Baron is a modern day descendent of the famous Karlott bloodline. He continually strives to keep his ancestors happy, otherwise they come and

Test Track

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visit...from the grave. That is why he feels right at home in the Haunted Mansion.

Bruno Biggs – Bruno is a huge fan of the world's most famous mouse. He's big, and mean, and tough. Don't mess with him! Bruno is impatient and doesn't like people getting in his way...especially on the Rock 'n' Roller Coaster, his favorite attraction.

Polly Roger – Polly dreams of action and adventure. Captaining her own Spanish galleon and searching for buried treasure is all she can think about. Polly is an expert at navigating the mysterious waterways of the Pirates of the Caribbean.

Moe Whiplash – Root'n Toot'n Sheriff'n is what he wants to do. This kid mostly moseys around at Big Thunder Mountain Railroad, where the West is still Wild. He saunters around at a snail's pace, but there's nothing slow about the way he drives!

Otto Plugnut – Otto has spent most of his short life around cars and experiments. It's a no-brainer to think he would be attracted to Test Track at Epcot®. But he's no crash dummy; he's one of the smartest kids around. And the rest of the gang love him 'cuz he helps them fix their vehicles! Word is he soups up his cars so he can't lose!

Walt Disney World Quest MAGICAL RACING TOUR

What kind of vehicles can you race? Are they different on each racing track?

You can race by land, by sea, or by air. Each of the 13 tracks has its own unique vehicle themed to the attraction's terrain or environment. For example, you drive a rocket in Space Mountain, a snowmobile in Disney's Blizzard Beach, a "doom" buggy in Haunted Mansion and a pirate ship in Pirates of the Caribbean.

Can you describe the multi-player aspects of the game?

With multi-player action, you can battle it out against a friend to see who is the fastest racer. To gain a competitive edge, you can use power-ups to knock other racers off track. Turn your competitors into frogs, launch acorns at them, or send them spinning out of control with a teacup mine.

Does this game include any Disney music?

We used authentic Disney music in the game such as "It's a Small World." My personal favorite is "Zip-A-Dee-Doo-Dah." Believe me, you'll be humming along in no time.

What do you think makes this game fun?

The greatest appeal of this game is being able to race through the classic attractions of the world's most famous vacation destination. It's literally like bringing the thrill of the *Walt Disney World®* Resort into your very own living room.

The new characters, each with their own unique personality, are fun and the power-ups – like frog spells, heat-seeking acorns and guided bottle-rockets – breathe new life into a classic genre. Plus, the sheer speed of the game is amazing. At 30 frames-per-second, this is by far the fastest game on the market.

Can you give any quick advice for playing the game?

Collect the 10 speed coins as soon as you can and practice the power slide – it makes a big difference. Oh, and hold on to your hat for one incredibly fun and fast gaming experience!

Disney's Blizzard Beach

Multi-Player Action

Tomorrowland Speedway

EVERYONE E ESRB Mild Animated Violence

PlayStation

EIDOS INTERACTIVE

CRYSTAL DYNAMICS

Disney INTERACTIVE

Tony Hawk's Pro Skater 2

BY DAN ELEKTRO

Developed by Neversoft/Published by Activision

Target release date: Summer 2000

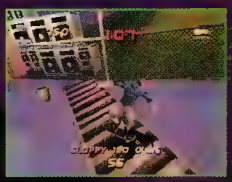
Playa Skate

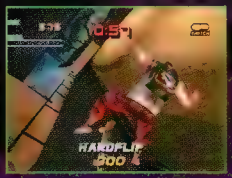
Tony Hawk and his professional peers will all return for Pro Skater 2, but they'll be joined by a few new riders—one of whom will be you. The create-a-skater mode will enable you to tailor a skater to your personal tastes, swapping tricks in and out at will as you complete a career. All skaters will be rated in more categories, allowing for a more accurate reflection of their performance and real-life skills. Also, look for all-new, all-painful bails, including the dreaded nutter. Ouch.

Tony Hawk and pals ramp up for Pro Skater 2, one of the E3 titles poised to be a sure-fire PlayStation hit.

Think Globally, Grind Locally

The Hawk flies around the world this time, visiting international locales from New York to Mexico to France. Real-world skateparks, including Love Park in Philadelphia and Ventura's Skate Street, have been painstakingly reproduced—what you will ride here is what the pros ride there. If you don't like those parks, you can roll your own with an amazingly easy-to-use 3D skatepark editor. Drop a half-pipe here, a bowl there, and some rails on the side, and you'll have an instant skater's paradise. Saved levels take up only one block of memory-card space, so they're easily traded and transported.





Tricked Out

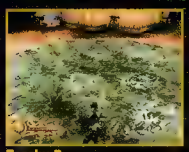
THPS2 will feature a lot more secret areas and hidden bonuses; chances are that if you can see it, you can find a way to skate it. A wider selection of tricks—three to four times more than in the first game—and improved skating physics will make the game even more interesting. You'll be graded not only on whether you complete a trick, but also on how accurately you pull it off. If you scrape by with a weak landing, the game will let you know; if you perform a trick perfectly, you'll be rewarded. THPS2 should grind home later this summer.

Alone in the Dark

Target release date: Fall 2000

Star Trek Invasion

Target release date: Summer 2000



Tenchu 2: Birth of the Assassins

Target release date: Summer 2000

Nightmare Creatures 2

Target release date: Summer 2000

Dino Crisis 2

Target release date: To be determined

James Bond Racing

Target release date: To be determined

Rainbow Six: Rogue Spear

Target release date: November

New THQ WWF Game

Target release date: Fall 2000

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Driver 2

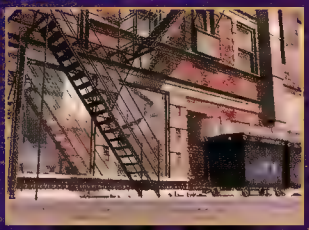
BY AIR HENDRIX

Developed by Reflections/Published by GT Interactive

Target release date: December

THE SURPRISE HIT of last year had to be Driver, which racked up huge sales from the moment it was released, and now GT Interactive is hoping to repeat that runaway success with its sequel, Driver 2. While no gameplay screens were available at press time, GT did release some early art elements to give you a peek at where the game is headed.

In Driver 2, undercover cop Tanner is back, and he's targeting two of the world's top crime lords. His 40 missions will span four cities—Chicago, Las Vegas, Havana, and Rio de Janeiro—that will feature real-life street layouts. The streets will feel more realistic because GT is moving away from the grid-like feel of the first game by adding curving roads freeway on/off ramps, and even twisty mountain roads.



You'll also see a lot more of Tanner as he'll now be able to get out of the car to perform tasks like setting detonators or flipping switches. And he'll be able to commandeer new rides: everything from muscle cars to buses and fire engines. New mini-games and multiplayer options will augment the main single-player mode. As long as GT remains true to the ingredients that made the original a success—thrilling pursuits and cool missions—Driver 2 seems destined to be another hit. G

E3 2K

Medal of Honor: Underground

BY [illegible]

Developed by DreamWorks/Published by Electronic Arts

Target release date: Fall 2000

EA's WORLD WAR II shooter stormed the sales charts last fall, so naturally the fighting isn't over yet. The sequel, Medal of Honor: Underground, switches focus to Manon, the French Resistance member who aided Jimmy Patterson in the first game. Underground's first-person combat will involve stealth and firefights across Europe and North Africa. Armed with an arsenal of new weapons, you'll guide Manon from her early days in the Resistance through her OSS service against the Nazis.

Mat Hoffman's Pro BMX

BY AIM HENDRIX

Developed by Runecraft/Published by Activision

Target release date: Fall 2000

FLUSH FROM ITS success with Tony Hawk, Activision's turning its attention to freestyle BMX biking with the help of champ rider Mat Hoffman. The game uses the Tony Hawk engine, so gamers should find the trick-busting action familiar as they tackle vert, street, and dirt-jumping levels. Hoffman will also include a track editor and two-player action where you can compete to pull off the best tricks, combos, and secret moves.

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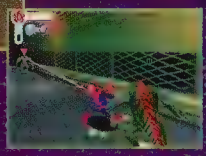
Spider-Man

BY UNCLE DUST

Developed by Neversoft/Published by Activision

Target release date: Summer 2000



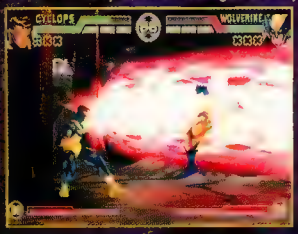
WATCH OUT! HERE comes your friendly neighborhood Spider-Man, web-slingin' his way onto the PlayStation courtesy of Activision and Neversoft (you know, the folks who brought you Tony Hawk's Pro Skater). You can expect plenty of supercharged comic book action in this 3D brawler. You'll have complete control of Spider-Man's super powers as you use your wall crawling, web shooting, and spider sense to battle arch-enemies, including Scorpion, Rhino, and Venom. Accompanied by lots of hype and built on a solid engine, Spider-Man hopes to open a new era in comic book–based video games this summer. G

X-Men: Mutant Academy

BY UNCLE DUST

Developed by Paradox/Published by Activision

Target release date: July



AS MARVEL'S MIGHTIEST mutants make their way to the silver screen this summer, they'll also be coming to the PlayStation in Activision's X-Men: Mutant Academy. This game is based on a brand-new 2D fighting engine, but will offer 3D characters and environments like those in the Street Fighter EX series. The selection of 10 playable mutants will include movie characters—Cyclops, Phoenix, Toad, Mystique, Sabertooth, Magneto, Storm, Gambit, and Wolverine—as well as the old comic book favorite, Beast. Mutant Academy will feature explosive combos and an exciting new aerial combat system—look for it this summer. G

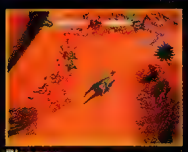
Looney Tunes Racing

BY IGOT

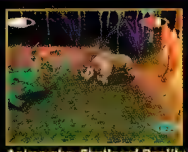
Developed and published by Infogrames

Target release date: Fourth Quarter 2000

YOU HEARD IT here first: Infogrames is bringing your favorite Warner Bros. cartoon characters to the world of PlayStation kart racing in Looney Tunes Racing. You'll race on 16 tracks based on different cartoons with eight main characters (including Bugs Bunny, Daffy Duck, Wile E. Coyote, Lola Bunny, and others) and eight bonus characters that you must unlock. Infogrames has gone all-out to secure the official voices and the entire Looney Tunes family, so you can expect plenty of cameos and ACME tricks. Hit the road Looney-style this holiday season. G



Dinosaur
Target release date: September



Animorphs: Shattered Reality
Target release date: August

Buffy the Vampire Slayer
Target release date: Fourth Quarter 2000

Kengo: Master of Bushido
Target release date: August

Mega Man Legends 2
Target release date: September

The Road to El Dorado
Target release date: December

Legacy of Kain: Soul Reaver 2
Target release date: Fall 2000

Evil Dead: Hail to the King
Target release date: Fall 2000

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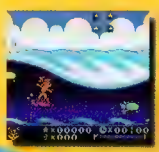

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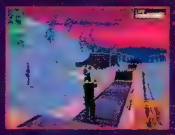
Covert Ops: Nuclear Dawn

BY AIR HENDRIX

Developed by Sugar and Rockets/Published by Activision

Target release date: Summer 2000



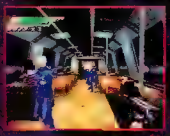
A MILITARY ACTION/adventure game, Covert Ops: Nuclear Dawn follows more in the footsteps of Resident Evil than in those of Syphon Filter. RE vets will be at home with the controls and the prerendered levels as they take the role of a NATO commando who must rescue an ambassador from a high-speed train loaded with nuclear weapons. You must shoot and sneak through 18 train cars packed with enemies and four bosses as the locomotive travels through 30 cities. The route taken depends on your actions as you work toward one of the game's seven endings.

The World Is Not Enough

BY AIR HENDRIX

Developed by Black Ops/Published by Electronic Arts

Target release date: Fourth Quarter 2000



AFTER THE SERIOUS disappointment known as Tomorrow Never Dies, EA is hoping to get Bond back in shape with The World Is Not Enough. First and foremost, EA has promised that the targeting will be improved as you cut loose with more than 20 weapons in the 10 missions. The game will also switch over to a first-person perspective as you battle evil in Istanbul, aboard a Russian sub, or on the slopes of the Caucasus Mountains. Naturally, both the skiing and driving levels will return, as will a healthy helping of Q's gadgets. But the real question will be whether 007 can finally strut his stuff on the PlayStation.

Destruction Derby Raw

BY AIR HENDRIX

Developed by Studio 33/Published by Psygnosis

Target release date: August

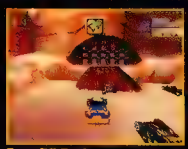
AFTER A LONG absence, the original demolition derby is returning to the fray with a third installment, Destruction Derby Raw. The mayhem will begin on three bowls, three rooftop skyscrapers, and 25 tracks loaded with tunnels, jumps, crossovers, and more. Every part of the 17 cars will be destructible as you ram through derbies, battle alongside an armored vehicle in Assault mode, or settle into some four-player action. Psygnosis promises that a new collision system will deliver wild spins, rolls, flips, and other forms of carnage—but the most, um, curious feature will be the A.I.-controlled, WWF-style combos. WWF moves with cars? Find out this August.

Dave Mirra Freestyle BMX
Target release date: Fourth Quarter 2000

BattleTanx: World Destruction League
Target release date: Fall 2000

Speedball 2100
Target release date: Summer 2000

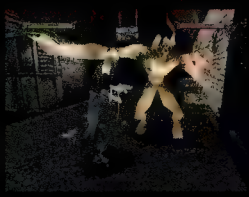
Planet of the Apes
Target release date: Fourth Quarter 2000

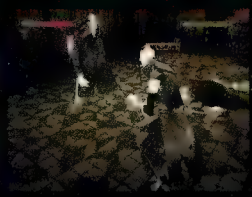


Tyco RC Racing
Target release date: September

FE, FI, FO, FUM,

I smell the blood of an Englishman.
Be he alive or be he dead,
I'll grind his bones to make my bread.





This is a game of revenge. A dark early 1900s revenge where you'll battle against 20 different creatures using new fighting techniques, combination moves, and fatalities. A revenge that goes deep into 30 game sectors in 8 different worlds including subways, castles, sewers, cities (London|Paris), cemeteries, villages, and underwater.

A gory revenge. An extremely gory revenge.

Soundtrack by Rob Zombie.

MATURE M Animated Violence Animated Blood and Gore ESRB

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Sega Dreamcast

PlayStation

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Danger Girl

BY JAKE THE SNAKE

Developed by n-Space/Published by THQ

Target release date: May

THE ADVENTUROUS ANTICS of the lasses in *Danger Girl*, the best-selling DC Comic book series, won't be just on the printed page anymore. You'll soon be able to control Abbey Chase, Sydney Savage—and a new character—when Danger Girl makes the jump to console this May. The original story for this third-person action/adventure game will take you through 14 levels and will pick up where the as-yet-unpublished *Danger Girl* #7 leaves off. G

Resident Evil: Survivor

BY JAKE THE SNAKE

Developed and published by Capcom

Target release date: Fall 2000

GAMERS WILL GET a new perspective on the Resident Evil world in Resident Evil: Survivor. You'll be able to move around freely within the nightmare world of this first-person adventure/shooter. As the events of Resident Evil 2 and 3 unfold elsewhere, your helicopter crashes in a city infected by the T-virus. You awaken with no memory—to learn your identity, you'll have to progress through a branching story line with multiple endings and plenty of secrets related to the other Resident Evil games. G

N-Gen Racing

BY JAKE THE SNAKE

Developed by Curly Monsters/Published by Infogrames

Target release date: Summer 2000

ALTHOUGH IT'S NOT the purpose for which they were built, fighter jets seem like naturals in the racing milieu. In N-Gen, the developers of Wipeout will give you a chance to race man-made warbirds, instead of fighting with them. In the peaceful year of 2012, weapons have become obsolete and fighters have been modified for low-level flying, shooting only nonlethal missiles in order to harass their opponents. You'll race 40 fighters in 14 real-world locations—and the more you win, the more you'll be able to modify your jet. G

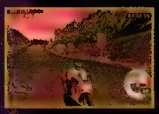
Test Drive Cycles

BY JAKE THE SNAKE

Developed and published by Infogrames

Target release date: June

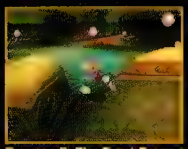
GAMERS WHO WANT to ride free and easy—but who aren't allowed to ride anything with less than four wheels—may gain some much-needed liberty when Test Drive Cycles revs up. TDC will offer 35 licensed cruisers, sport bikes, and muscle bikes from Harley-Davidson, Indian, Triumph, and others. Console bikers will cruise 11 real-world locations while grooving to a roadworthy soundtrack that includes music from Lit, Veruca Salt, and Eve 6. G



Titan A.E.
Target release date: Fourth Quarter 2000

Vanishing Point
Target release date: May

Max Surfing
Target release date: July



Rayman 2: The Great Escape
Target release date: Summer 2000

Simpsons Wrestling
Target release date: Fourth Quarter 2000

Frogger 2
Target release date: September

Who Wants To Be a Millionaire?
Target release date: September

Monster Rancher: Battle Card Game
Target release date: Summer 2000

THE
EXTREME
TASTE
OF
Tang
NOW
COMES
IN A
POUCH
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Fruit Frenzy
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Orange Uprising
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Berry Pause

YOU MAY LAUGH IN THE FACE OF FEAR.
BUT IT'LL BE A NERVOUS. UNCONVINCING LITTLE LAUGH.

RESIDENT EVIL
CODE: Veronica

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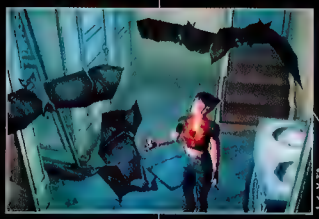

If you enjoy Resident Evil (you sick pup), then kill the lights and immerse yourself in two disks — over 40 hours — of the most vile, mutated, flesh-eating terror yet. New weapons, 3D graphics, and P.O.V. battles bring the horror to life like never before. Which means you'll get to see how brave you really are.

Sega Dreamcast
IT'S THINKING

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MATURE
Animated Violence
Animated Blood and Gore

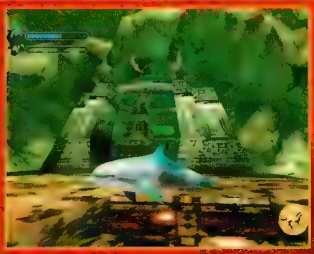
ESRB

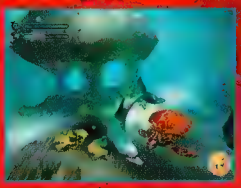
Ecco the Dolphin: Defender of the Future

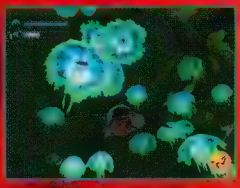
Developed by Appaloosa Interactive/Published by Sega

Target release date: July

ONE OF THE classic Genesis adventures is getting a 128-bit overhaul with Ecco the Dolphin: Defender of the Future. The original took gamers with its mind-blowing graphics and challenging adventure gameplay, and this Dreamcast update promises to uphold that tradition. Early peeks at the visuals showcased stunning underwater environments filled with vibrant sea life while Ecco himself moved with uncanny grace and realism. The gameplay will remain true to the original as Ecco travels through time to save the world, battling sharks and other foes, tackling demanding puzzles, and interacting with other creatures in coral reefs, lakes, underwater caves, and so on. Look for the Dreamcast to get wet this summer. G





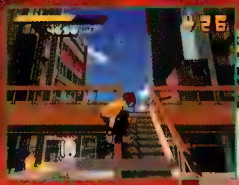


Jet Set Radio

BY FOUR-EYED

Developed and published by Sega

Target release date: Fall 2000



IT'S THE LATE 21st Century and the government has restricted the youth from expressing themselves in any way, shape, or form. But the youngsters have two things to keep their spirit alive: slick skating shoes and a radio program called Jet Set Radio.

In this futuristic skating game, you must get with a skating crew and use spray cans to tag your territory without getting caught by the police. There are 10 characters to choose from, each possessing their own skating style, abilities, and graffiti technique. You'll be able to ride in three huge 3D worlds complete with a cartoony retro feel and real-time moving traffic and pedestrians. Plus, you can expect Jet Set Radio to have some bumpin' tunes to match the urban feel of the game.

When a concept not so distant from today's real-life youth culture, Jet Set Radio could be the next big hit for Generation Y. Keep a close eye on it this fall. G

Tony Hawk's Pro Skater 2
Target release date: Summer 2000

Half-Life
Target release date: To be determined

Soul Reaver 2
Target release date: November

Sega GT
Target release date: September

Sonic 2
Target release date: To be determined

Street Fighter III: 3rd Strike
Target release date: October

Maken X
Target release date: Fall 2000

MTV Sports: Skateboarding
Target release date: Fall 2000

RICE KRISPIES TREATS
ORIGINAL

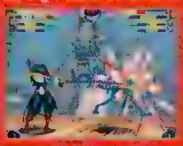
Marvel vs. Capcom 2

BY UNCLE DUST

Developed and published by Capcom

Target release date: To be determined

2D FIGHTING REACHED an arcade-perfect [illegible] on the Dreamcast with the release of Marvel vs. Capcom. Still, we know Capcom hopes to eclipse that performance with the sequel, Marvel vs. Capcom 2, which features an astounding 36 [illegible] Combos, which allow three characters to perform [illegible] simultaneously, and Snap Back, which will force your opponent to tag out. You'll have to make sure you have a VMU when Marvel vs. Capcom 2 arrives in the U.S. because the more you play the more [illegible]

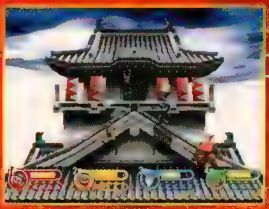


Power Stone 2

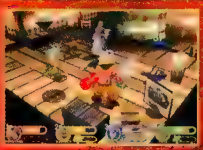
BY UNCLE DUST

Developed and published by Capcom

Target release date: August



POWER STONE BROUGHT the frenzied mayhem of a Capcom 2D fighting game into a true 3D world. That trend should reach the next level when Capcom releases Power Stone 2, which will include a highly requested upgrade for four-player action. Plus, the backgrounds will be even more interactive, featuring over 120 items, including 65 weapons that you'll be able to save on your VMU and exchange with friends. You'll even have three vehicles to command: a turret, a tank, or an airplane. Power Stone 2 should be the brawl with it all when it comes out in August.

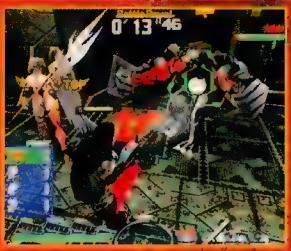


Spawn

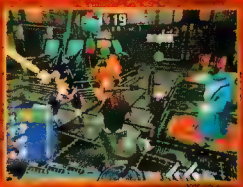
BY UNCLE DUST

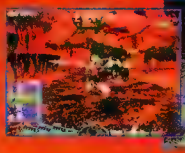
Developed and published by Capcom

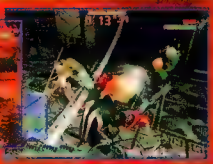
Target release date: September

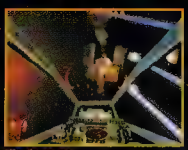


WITH THE RELEASE of Spawn, Capcom will bring yet another top-notch arcade game home. The Dreamcast version will feature more characters and have [illegible] capabilities that allow you to [illegible] new characters. High-resolution graphics should bring to life the dark world of the *Spawn* comic book created by Todd McFarlane, filling the screen with intense battles and horrific demons. [illegible] you face the [illegible] and [illegible] Spawn comes to life in September.



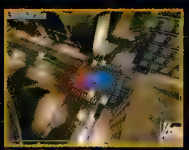






Starlancer
Target release date: September

Evil Dead: Hail to the King
Target release date: Fall 2000



World's Scariest Police Chases
Target release date: Fourth Quarter 2000

Seaman
Target release date: Fall 2000

Boarder Zone
Target release date: Fall 2000

Roswell Conspiracies
Target release date: November

Vanishing Point
Target release date: July

Mat Hoffman's Pro BMX
Target release date: Fall 2000

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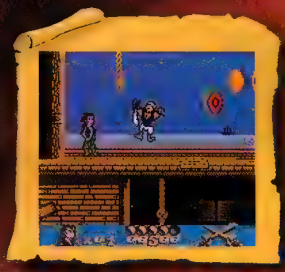
Run, jump, use a sword [illegible] — even ride [illegible]



Fight Spanish [illegible] giant panthers, [illegible] rhinos & [illegible]

[illegible] playable characters [illegible] Miguel's your [illegible]

GO FOR THE GOLD in 20 huge levels — escape from Spanish soldiers, explore swamps & rainforests, speed through mine shafts and defeat deadly Native traps. Many will travel the Road to El Dorado, but few will reach the legendary lost city of gold.

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Ubi Soft ENTERTAINMENT

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Me, Myself & Irene Instant Win Game Official Rules

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2. To Participate. Game pieces available at participating retailers in specially marked 1.7 Oz., 4 Oz. and 7 Oz. bags of Commuts. Game begins on May 1, 2000 and ends on September 30, 2000, by which date prize claims must be received. **For Free Game Piece, While Supplies Last, and Complete Official Rules.** Mail hand printed, self-addressed, stamped envelope (SASE) to Me, Myself & Irene Game, P.O. Box 8419, Dept. CN, Prospect Heights, IL 60070 postmarked by August 31, 2000 for receipt by August 31, 2000. WA and VT residents may omit return postage. Limit one game piece per request; one request per envelope. No mechanical reproductions or photocopies of requests allowed.

3. To Play. Open bag and find one complete game piece printed inside. (*Incomplete game pieces are invalid.*) Or submit a mail in request for a game piece. If game piece made bag or received in response to a mail-in request reveals the name of a prize, you win the prize indicated, subject to verification. Non-winning game pieces carry a "Sorry" message.

4. Prizes/Approximate Retail Value (ARV)/Odds of Winning. 1 Grand Prize $25,000 (ARV $25,000/Odds: 1 10,990,059). 500 First Prizes: $25.00 (ARV $25.00 each/Odds: 1 21,980). 100,000 Second Prizes: Coupon for Free 1.7 Oz. Commuts Product (ARV $0.60 each/Odds: 1 109). A total of 100,501 prizes with a total ARV of $97,500 are available to be awarded based on a distribution of 10,990,059 game pieces. Overall odds of winning a prize: 1 104.

5. Prize Restrictions: No substitutions or cash equivalents of prizes as offered except by Sponsor who reserves the right to substitute prizes with a prize of equal or greater value should featured prize become unavailable. Prizes are not transferable. Taxes on prizes are the sole responsibility of winners. If winner is a minor, prize may be awarded in minor's name to a parent or legal guardian who must sign all required documents.

6. How To Claim Prizes: All prize claims are subject to verification and compliance with Official Rules by Promotion Activators, Inc., an independent judging organization whose decisions are final on all matters relating to this game promotion. Grand and First Prize Only: Cut out complete, original game piece and sign full legal signature in ink across back of game piece (or, if a minor, also include parent/legal guardian signature); Hand print your name, address, city, state, zip code and daytime telephone number on a 3" x 5" card. Mail original game piece and 3" x 5" card to Me, Myself & Irene Game, P.O. Box 8567, Prospect Heights, IL 60070 for receipt by September 30, 2000. Send Grand Prize Claim via certified mail, return receipt requested and First Prize Claims via either certified mail, return receipt requested or first class mail. Make and retain a photocopy of the signed game piece before mailing. Second Prize: Redeem at participating stores offering Commuts products. Coupons must be redeemed strictly in accordance with terms and conditions of use prior to expiration date of June 30, 2001. Store personnel are not authorized to verify/redeem winning game pieces except free product coupon prize, which must be redeemed at a participating retailer. Unclaimed or forfeited prizes will not be awarded.

7. Conditions of Participation: By playing game, participants (and, if minors, their parents/legal guardians) agree to abide by and be bound by the Official Rules and the decisions of the judges. By accepting prizes, winners (and, if minors, their parents/legal guardians) agree a.) to the use of their names and/or likenesses for advertising and publicity purposes in any and all media worldwide without limitation and without additional compensation, except where prohibited; b.) to release and hold harmless Nabisco, Inc. and Twentieth Century Fox, their parent companies, their affiliates, subsidiaries, advertising and promotion agencies, including, but not limited to, Davidson Marketing, Inc., prize suppliers, judging organization and all their respective officers, directors, employees, representatives and agents from all liability and claims arising from or in connection with the acceptance, use or misuse of any prizes received in this game or participation in any prize related activities or participation in this game, and c.) to waive the right to assert as a cost of winning prize, any and all costs of redemption or travel to redeem said prize and any liability which might arise from redeeming or seeking to redeem said prize.

Sponsor or its agencies are not responsible for lost, late, incomplete, damaged, illegible, misdirected, stolen or postage-due claims, requests or mail. Grand and First Prize Winners will be notified by mail. Grand Prize winner (and, if a minor, winner's parent/legal guardian) must execute an Affidavit of Eligibility and Liability/Publicity Release (where permitted) which must be signed, notarized and returned within a specified time or prize will be forfeited.

8. Additional Terms. Game pieces submitted for prize claims become the property of Sponsor and will not be returned. Game pieces are void if not obtained from authorized, legitimate channels, or if they are in whole or in part illegible, incomplete, damaged, irregular, altered, mutilated, counterfeit, tampered with in any way, forged or obtained through fraud or theft or if they contain printing, production, typographical, mechanical or other errors. Liability for game pieces containing printing or other errors will be limited to the provision of another game piece while supplies last. In the event production, seeding, printing or other errors cause more than the stated number of prizes of any category to be available and/or claimed, Sponsor will award the stated number of prizes in any such category by random drawing among all eligible claimants in such prize category. By entering, participants agree that under no circumstances will the Sponsor or its agencies award a greater number of prizes than provided in Rule #4 above.

Winners List: For the name of the Grand Prize winner, send a SASE to Me, Myself & Irene Game Winners List, P.O. Box 8419, Dept. WIN, Prospect Heights, IL 60070 for receipt by September 30, 2000. Sponsor: Nabisco, Inc., 7 Sylvan Way, Parsippany, New Jersey 07054-0304. ©2000 Nabisco, Inc. TM & ©2000 Twentieth Century Fox. All Rights Reserved.

Metropolis Street Racer

Developed by Bizarre Creations / Published by Sega

Target release date: July

Shenmue

Developed and published by Sega

Target release date: October

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Space Channel 5

BY FOUR-EYED DRAGON

Developed and published by Sega

Target release date: June

DANCE THE NIGHT away in this newest addition to the rhythm-n-beats genre. As Ulala, you must boogie to save a space station that's been invaded by aliens. Space Channel 5 will showcase colorful visuals and groovy tunes, and you can expect plenty of hidden levels and mini-quests to keep your feet...er, fingers... moving until dawn.

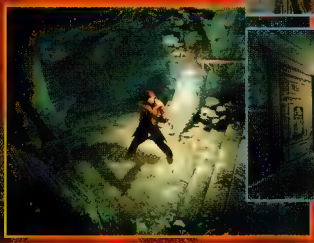
Alone in the Dark

BY FOUR-EYED DRAGON

Developed by Darkworks/Published by Infogrames

Target release date: Fall 2000

THE FOURTH INSTALLMENT of the spooky, popular series is ready to scare the living bejeezus out of you. In this 3D adventure, you'll once again take control of Edward Carnby, the supernatural detective. Equipped with only a flashlight and a pistol, you must solve the mystery of three ancient tablets while avenging the death of your best friend by hunting down the murderers.



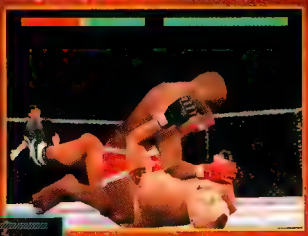
Ultimate Fighting Championship

BY FOUR-EYED DRAGON

Developed by Archer/Published by Crave

Target release date: September

IN REAL LIFE, this no-holds-barred fighting event has been banned in several States; but now it's making its way to the Dreamcast. In Ultimate Fighting Championship, you'll be able to choose from over 22 combatants, each with their own style of fighting—from jujitsu to Greco-Roman wrestling techniques. All the hard-hitting brawling should arrive this September.



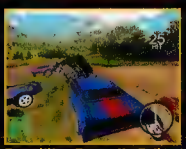
Spec Ops: Omega Squad

BY FOUR-EYED DRAGON

Developed and published by Ripcord

Target release date: June

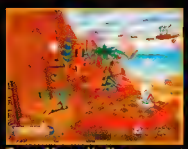
IN SPEC OPS, you're a part of an Army Ranger squad, one of the most elite units in the U.S. armed forces. Your four-man squad must defeat deadly foes in actual world hotspots using real military tactics, slick weaponry, and a whole lot of stealth. Cadets in the Dreamcast army should get ready for some live action in June.



Demolition Racer: No Exit
Target release date: June

Stunt GP
Target release date: September

Dragonriders: Chronicles of Pern
Target release date: September



Super Magnetic Neo
Target release date: July

San Francisco Rush 2049
Target release date: Fall 2000

Prince of Persia
Target release date: To be determined

Buffy the Vampire Slayer
Target release date: Fall 2000

V.I.P.
Target release date: November

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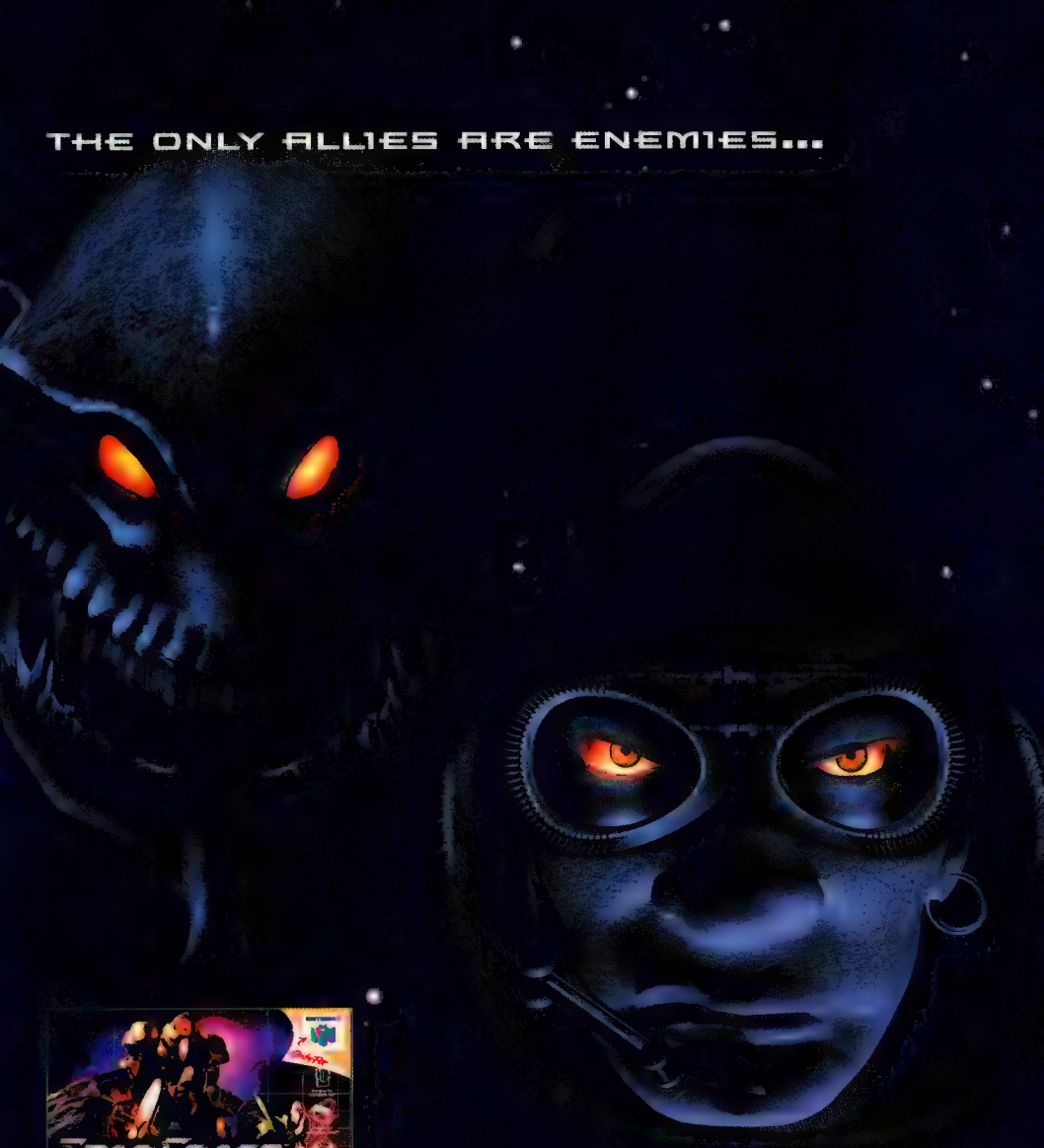

NINTENDO 64

BLIZZARD ENTERTAINMENT

Designed For

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CONTENT RATED BY ESRB

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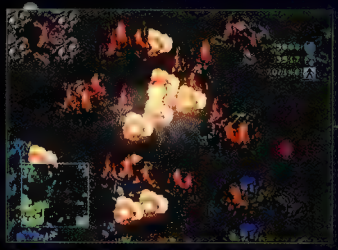
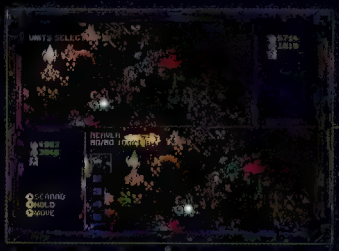
3 Unique Alien Species

Whether you command the nomadic Terrans, mysterious Protoss, or voracious Zerg, you must devise totally unique strategies to master the specialized units, abilities and technologies of each.

StarCraft 64



2 Games in 1 – includes Starcraft and Brood War missions, using N64 Expansion Pak™



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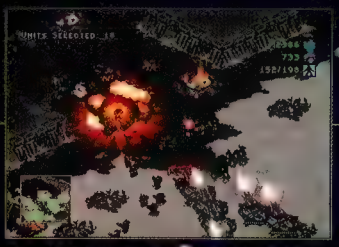


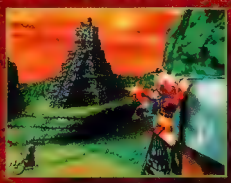
Over 100 hours of explosive game play

Banjo-Tooie

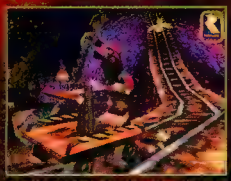
BY JAKE THE SNAKE

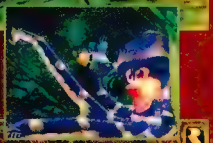
Developed by Rare/Published by Nintendo

Target release date: Fall 2000



VIDEO GAMING'S MOST unlikely cross-species duo—Banjo and Kazooie—will make a triumphant return in Banjo-Tooie (perhaps the best name for a sequel ever). In addition to more refined graphics and improved camera angles, BT promises to expand the gameplay features that made the original a classic while adding a few new twists to the action. Banjo will still be able to transform himself in each of the nine levels, and there will be at least one mini-game per level. Plus, the bird and bear will have a new set of moves, and Banjo will be able to kick Kazooie out of his backpack anytime, which he'll need to do to get past certain obstacles (they'll be able to explore separately). And the spellcasting shaman Mumbo Jumbo will be back, this time as a playable character. Banjo-Tooie comes to the N64 this fall.



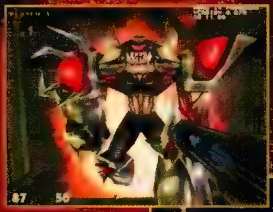


Turok 3: Shadow of Oblivion

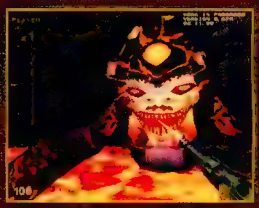
BY JAKE THE SNAKE

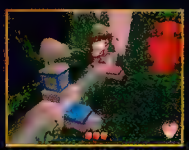
Developed and published by Acclaim

Target release date: August



IF YOUR N64 has seen its fill of cute and fuzzy games, take note—Turok 3 is coming. In the newest addition to this gore-filled first-person shooter series, a huge cosmic being called the Oblivion seeks to penetrate the Netherscape, which separates our world from the Lost Land. Descendants of the Turok lineage are key because their Light Burden carries the last bits of pure energy that can wipe out the Oblivion; the death of the Turok clan means the rebirth of Oblivion. You'll fight the Oblivion as either Danielle or Joseph Fireseed—they'll have to play each of the five levels differently. Plus, 40 fearsome new creatures will populate the "living environment," which will change constantly as you play. Thankfully, the awesome multiplayer mode will return with 48 unique maps, and it promises to be faster than ever. Turok 3 blasts onto your N64 in August.





Looney Toons: Taz Express
Target release date: Summer 2000

Carmageddon 64
Target release date: Second Quarter 2000

Blues Brothers 2000
Target release date: June

Donald Duck: Quack Attack
Target release date: October

Mega Man 64
Target release date: Fall 2000

Scooby Doo
Target release date: Fall 2000

Mickey's Racing
Target release date: Fourth Quarter 2000

Roswell Conspiracies
Target release date: November

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Kirby 64

BY JAKE THE SNAKE

Developed by HAL Laboratories/Published by Nintendo

Target release date: June

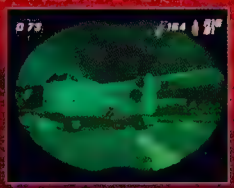
KIRBY, THE LOVEABLE puffball already seen in many Nintendo titles, will finally have his own N64 showcase with Kirby 64, a platform action game. Kirby will inhale his enemies and acquire their special attacks as he rounds up the six pieces of a shattered magic crystal necessary to save the peaceful fairies of Ripple Star from the evil Dark Matter. G

The World Is Not Enough

BY JAKE THE SNAKE

Developed by Eurocom/Published by Electronic Arts

Target release date: Fourth Quarter 2000



AGENT 007 WILL return to the console that made him a game player with The World Is Not Enough, the latest first-person action title in the Bond series. Playing as the martini-sipping British secret agent, you'll acquire 40 weapons and diverse gadgets as you sneak and shoot through 15 levels and arenas—some made only for the N64. EA also promises multiplayer action and Expansion Pak support when TWINE appears in late 2000. G

Army Men: Air Combat

BY JAKE THE SNAKE

Developed and published by 3DO

Target release date: Summer 2000

PLASTIC SOLDIERS GO airborne in Army Men: Air Combat, the latest Army Men game to invade the N64. You'll fly four helicopter types—Apache, Chinook, Huey, and Super Stallion—each with its own weapons, as you battle through 16 missions in both the real and the plastic world. 3DO will also deliver several modes of multiplayer action, including capture-the-flag. Air Combat will land in stores this summer. G

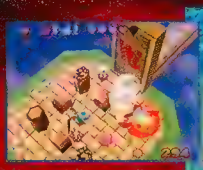
Bomberman 64: Second Attack

BY JAKE THE SNAKE

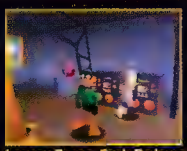
Developed by Hudson Soft/Published by Vatical Entertainment

Target release date: Summer 2000

BOMBERMAN IS BACK to stop the evil Rukifelith from getting the eight magical elements needed to take over several planets. In Bomberman 64: Second Attack, you'll get some help from a new friend, Pommy, and you'll have improved bombs: fire, ice, hurricane, lightning, and gravity. Up to four players will blast away in five battle modes, each with two arenas. You'll even be able to collect items to create your own Bomberman. G



San Francisco Rush 2049
Target release date: Summer 2000



Looney Toons: Duck Dodgers Starring Daffy Duck
Target release date: June

Stunt Racer 3000
Target release date: Summer 2000

Cruis'n Exotica
Target release date: September

Conker's Bad Fur Day
Target release date: Fourth Quarter 2000

Power Rangers Lightspeed Rescue
Target release date: Fall 2000

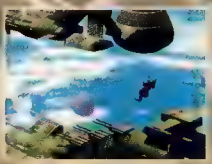
Resident Evil Zero (working title)
Target release date: Fall 2000

Eternal Darkness
Target release date: Fourth Quarter 2000

IT'S A WORLD OF INTENSE ACCURACY, RICH GRAPHICS AND UNBELIEVABLE DETAILS. NOW GET OUT THERE AND DESTROY IT.

GUNDAM SIDE STORY 0079

It's Gundam Side Story 0079, Rise from the Ashes with 3D battle simulation, movie-quality sound track and Gundam -- quality mass destruction. Electronic Gaming Monthly™ called it, "... some of the richest graphics yet on Dreamcast. Each of the mechs are cut with so much detail, they look like FMV at a glance." And a glance is all the insidious Zaku forces will get, before your jump jet action and zoom-in weapon features blow them into another dimension.



WATCH GUNDAM WING ONLY ON

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CARTOON NETWORK

Sega Dreamcast.

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TEEN T ESRB Animated Violence

BANDAI

Breath of Fire IV

Developed and published by Capcom

Target release date: September

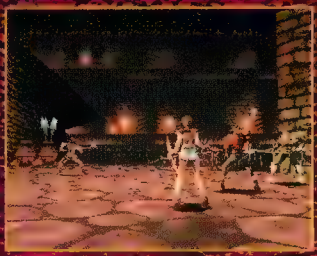
RABID FANS OF this beloved series will be happy to know that the fourth installment is coming, and it promises to propel the franchise to a new level. This time around, players will assume the role of Nina, who must roam through a war-ravaged land in search of her sister, Princess Elena. Along the way, Nina will be joined by Ryu, Clay, Master, and Sius, all of whom will lend a hand.

The most notable difference in Breath of Fire IV will be the graphics. Although the characters will still be represented as 2D sprites, they will be able to move around in a full 3D world that should come alive with the aid of an adjustable camera. Battles will also receive a facelift in this version. As for combat, with only three characters allowed in the front line, players will have to use strategy when configuring their party, giving characters a chance to regain strength by stepping back. Using magic or a particular skill successfully will render subsequent attacks more powerful. Followers of the series won't have to hold their breaths for too long—Breath of Fire IV arrives in September. G

Legend of Dragoon

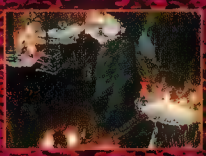
Developed and published by Sony Computer Entertainment America

Target release date: June

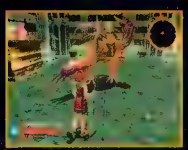


CREATING AN OUTSTANDING RPG game these days is no easy task, but the folks at Sony seem up to the challenge with this four-CD epic adventure. In Legend of Dragoon, you'll take the role of Dart as you embark on a journey of revenge against the "Black Demon" who was responsible for the destruction of Dart's village and the death of his parents. No hero can go at it alone, though. Along the way, Dart will hook up with some powerful friends who have also been wronged by the villain, and who are more than willing to kick some demon butt.

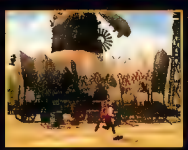
The preview version showcased a rich story line, impressive graphics, and a great soundtrack. The battle system was reminiscent of Final Fantasy VIII's, where each character possessed "Additions" or distinct abilities that resulted in powerful attacks when timed just right. Gamers wondering where the next great RPG adventure will come from may have to look no further than Legend of Dragoon when it hits our shores in June. G



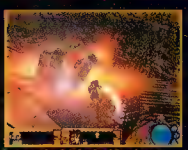
Eternal Ring
PlayStation 2
Target release date: Winter 2000



Evergrace
PlayStation 2
Target release date: Winter 2000



Dark Cloud
PlayStation 2
Target release date: To be determined



Legend of Blade Masters
PlayStation
Target release date: June

Final Fantasy IX, PlayStation
Target release date: Fall 2000

Earthbound 3, Nintendo 64
Target release date: Fall 2000

Super Mario RPG 2, Nintendo 64
Target release date: Fall 2000

Baldur's Gate, PlayStation
Target release date: September

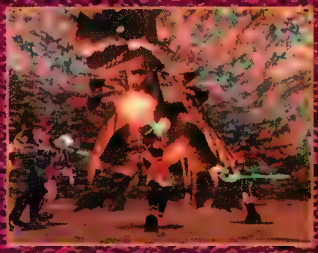
Phantasy Star Online

BY FOUR EYED DRAGON

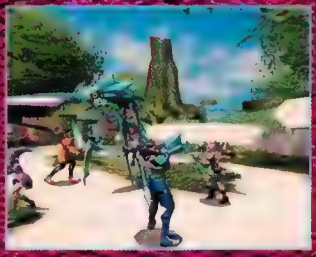
Developed and published by Sega

Target release date: Fall 2000

SEGA'S LEGENDARY ROLE-PLAYING series is about to storm the Dreamcast in a big way. Phantasy Star Online will continue the classic series known for its deep story line and huge worlds—but not as a sequel. Instead, PSO will be a spinoff of the popular RPG with an emphasis on online gameplay via the Dreamcast's built-in modem.



For starters, you'll be able to create your own quest in the Phantasy Star world, form a four-person party by conducting searches for other adventurers with similar goals and quests, and communicate with players by using symbols and preset phrases. Up to four gamers will be able to play simultaneously in a single quest, while Sega's server promises to support thousands of players at a time. Or, if you choose to explore PSO's realms by yourself, you'll control one character and the computer A.I. will guide the other three. Get ready for the next generation of role-playing fun!



WIN

OVER $25,000 IN PRIZES

Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. We are offering three different contests. The packages described below are examples of what you could buy with your winnings.

CONTEST #1 - VIDEO GAMES: Sony Playstation Dual Shock, Sega Dreamcast, Game Boy Color, and Nintendo 64 Funtastic Series. Get all four or trade what you don't want for cash. Options include accessories, plenty of games, Sony Playstation 2 and 36" monitor. Base prize package value $1200.

CONTEST #2 - COMPUTER: 700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2800.

CONTEST #3 - HOME THEATER: 60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, Hi-Fi VCR and tower speakers. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. You win the prizes by outscoring other players in games of skill. Begin your journey with the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. For a bigger representation of the ad visit www.intin1.com. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 75% attain the highest score in phase 1, 66% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. All entry fees must be paid in U.S. funds only. We will not accept Canadian checks. All entries must be post marked by July 20, 2000.

WORD LIST

TOWER - P		LEGAL - Y	
EARTH - X		EMPTY - V	
WORLD - U		WATER - T	
SPACE - W		COAST - A	
HAPPY - O		FIELD - B	
SHARE - Z		~~BLADE~~ - D	

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down.

		T			
H					
B	L	A	D	E	D
			S		
				L	

SECRET WORD →

SECRET WORD CLUE

What comes after yesterday but before tomorrow ?

ENTER ME IN THE FOLLOWING CONTESTS:

☐ ($3) Video Games ☐ ($3) Home Theater

☐ ($3) Computer ☐ ($5) All Three - Save $4

Name

Address

City State Zip

SEND CASH, MONEY ORDER OR CHECK TO:

ELATION, P.O. BOX 62126 DEPT 950 MINNEAPOLIS, MN 55426

This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than July 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permission to play. © 2000 Elation, Inc.

Value of prize packages: Video Game package $1200 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $8375, cash options $1250. For any questions or comments please e-mail us at elation@uswest.net or call us at 612-826-0033.

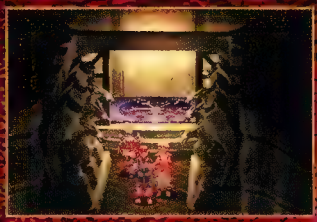
Chrono Cross

BY E. COLI

Developed and published by SquareSoft

Target release date: August

IN THIS OFFERING from Square, two young heroes join forces to search for a hidden artifact that holds the power to change the course of history. Players will be able to choose between multiple scenarios, each of which results in a different ending, that are woven into a single story. The battle system will combine real-time fighting with hand-to-hand combat for more flexibility during encounters. Plus, enemies will appear in an overhead view, which should eliminate pesky, random encounters and enable players to choose their fights. Chrono's time arrives in August.



Parasite Eve II

BY E. BOH

Developed and published by SquareSoft

Target release date: September

THE MITOCHONDRIA virus has spawned a new strain, so once again, FBI agent Aya Brea must explore creepy underground lairs to foil the resultant mutant species and save the human race. Parasite Eve II will offer brand-new monsters, dubbed Neo Mitochodrion Creatures (NMC), that promise to be nastier than anything spunky Aya has ever encountered. Additionally, battles will now take place in real-time, à la Resident Evil, for extra challenges and realism. Mitochondriacs should look for PEII this September.

Threads of Fate

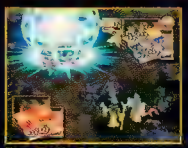
BY E. COLI

Developed and published by SquareSoft

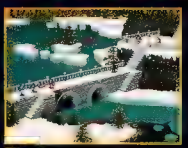
Target release date: July

TWO UNIQUE STORY lines, challenging puzzles, and powerful abilities such as shape-shifting and spellcasting will be the highlights of Threads of Fate. In this RPG, players will choose one of two characters whose adventures have different tones. You'll play as either Mint in her light-hearted journey, or Rue in his more challenging adventure. Both characters live in the same world at the same time, but they possess diverse abilities that are tailored to their individual quests. Gamers who enjoy getting the most for their buck should look for Threads of Fate (known as Dewprism in Japan) this July.

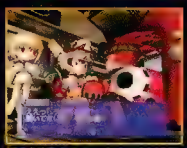
Eternal Arcadia
Dreamcast
Target release date: August



Ogre Battle 64
Nintendo 64
Target release date: June



Silver
Dreamcast
Target release date: Summer 2000



Evolution 2
Dreamcast
Target release date: July

Dark Angel, Dreamcast
Target release date: September

Dark Stone, PlayStation
Target release date: July

Gunslinger, PlayStation 2
Target release date: Spring 2000

Arcatera: The Dark Brotherhood, Dreamcast
Target release date: To be determined

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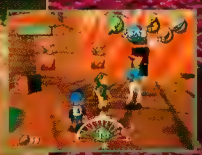
The Legend of Zelda: Majora's Mask

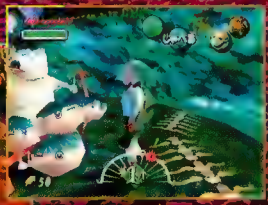
BY FOUR-EYED DRAGON

Developed and published by Nintendo

Target release date: Fall 2000

THE NAME HAS changed again, but Nintendo's highly anticipated sequel to last year's RPG hit is on its way. In Majora's Mask, as in Ocarina of Time, Link must travel through time to complete his journey. He'll be able to transform into a variety of creatures by wearing particular masks, and each form he takes on will give him distinct powers and the ability to play a unique instrument. Get ready for another Zelda classic this fall. G





Kessen

BY [illegible]

Developed and published by Koei

Target release date: Fall 2000

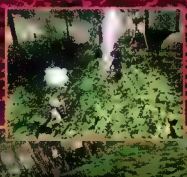
KESSEN, THE REIGNING champ of console strategy games (thanks to its Romance of the Three Kingdoms series), promises to bring thrilling real-time battle to the PlayStation 2 with Kessen. Using a library of tactics as well as Chinese and European weapons, you'll have to lead an army that includes cavalry units and noble warriors—some of whom are women—to victory in 17th Century Japan. The boxed Japanese version contained outstanding visuals: Fight sequences featured fluid animations and sharp colors, while the game's interface was easy to understand and use. Look for war-mongering fun when Kessen is released in the U.S. with the launch of the PS2. G

Summoner

BY [illegible]

Developed by Volition/Published by THQ

Target release date: Fall 2000



IN SUMMONER, YOU'LL play as Joseph and attempt to save your homeland by searching the land for magical rings that will enable you to summon supernatural creatures. You'll be able to call upon over 20 monsters and collect an armory of weapons and items. Volition, the developer, promises that Summoner will have over 35 hours of gameplay and will exploit the PS2's hardware to deliver a high frame rate as well as detailed landscapes and characters. RPG fans can expect to be summoned to this unique journey this fall. G

KONAMI®

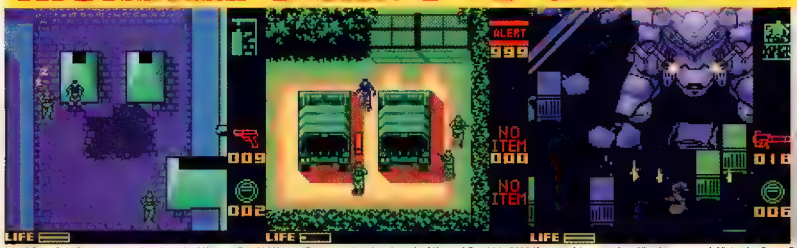
EVERYONE E

GAME BOY COLOR

WHEN YOU'RE IN THE MIDDLE OF A FIRESTORM,

WITH THE FREE WORLD COUNTING ON YOU TO SINGLE-HANDEDLY FOIL A TERRORIST NUCLEAR NIGHTMARE,

KICKBALL STARTS TO SEEM A LITTLE SILLY.



GAME BOY COLOR

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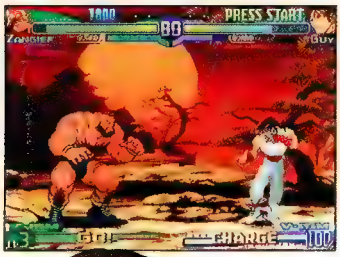
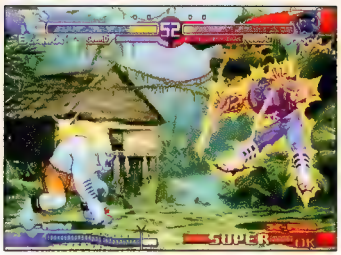
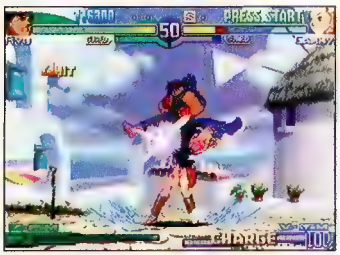
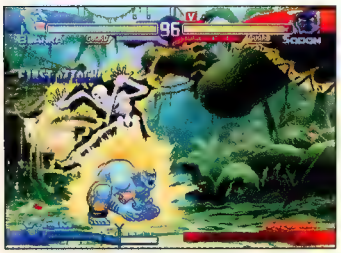


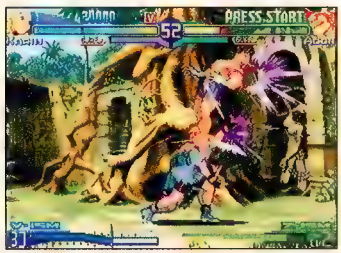


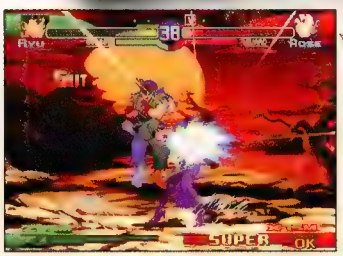
"Better Than Arcade Perfect!"
– GAME FAN

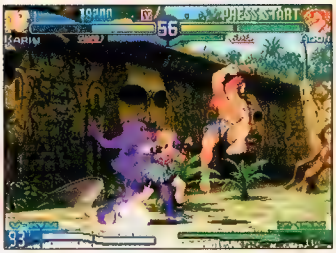
"STREET
PERFE
– GAME INFORMER





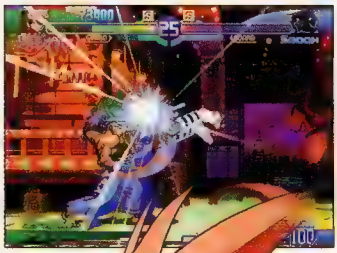


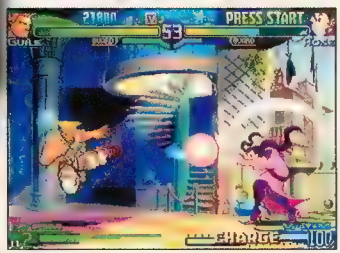


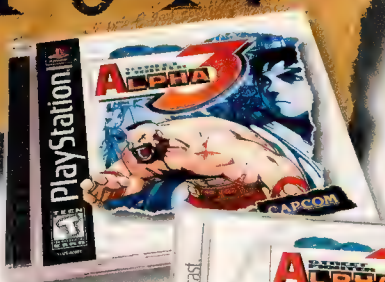


CAPCOM EDGE™

FIGHTER CTION"







Street Fighter Alpha 3 rocks your world with new features and astonishing arcade perfection. Choose from over 30 characters, each with 3 different fighting styles. Street Fighter Alpha 3 is loaded with new enhancements and modes of play – like the around-the-world, skill building World Tour Mode and amazing Dramatic Battle brawl. If it's a fight you're looking for, this is your game!

PlayStation®

Sega Dreamcast™

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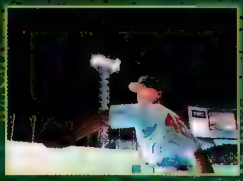
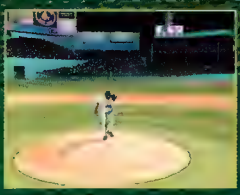
World Series Baseball 2K1

BY AM HENRIK

Developed and published by Sega

Target release date: July





ONE OF THE legends of baseball will be stepping up to the Dreamcast plate just in time for the playoff race with World Series Baseball 2K1. Details were still scarce at press time, but World Series earned a stellar rep in the Genesis and Saturn days, so let's hope the latest entry can continue that tradition. Like Sega's other sports titles, WSB 2K1 will focus on realistic gameplay and graphics that sport the kind of awesomely detailed ballparks and player models found in NFL 2K and NBA 2K. Other features will include the 2000 MLB rosters, a create-a-player feature, and five gameplay modes: Exhibition, All-Star, Playoffs, Pennant Race, and Home Run Derby. Baseball fans can start hurling chin music this July.

NCAA Football 2001

BY AM HENRIK

Developed and published by EA Sports

Target release date: Fall 2000

EA SPORTS HAS always owned a hefty piece of the college gridiron, and this year it's back in the PlayStation huddle with NCAA Football 2001. As you battle to get your school into the National Championship at the Orange Bowl, the gameplay should include a souped-up running game, retooled defensive A.I., and All-American moves specific to each player's position. The expanded Dynasty mode will deliver the championship series rating system as well as junior-college transfer players. The home team kicks off this fall.

NFL 2K1, Dreamcast
Target release date: August

NBA 2K1, Dreamcast
Target release date: August

NFL Blitz 2001, Dreamcast
Target release date: Fall 2000

FIFA 2001, PlayStation 2
Target release date: Fall 2000

NFL GameDay 2001
PlayStation 2, PlayStation
Target release date: Fall 2000

NBA Showtime 2001, Dreamcast
Target release date: Fall 2000

Ready 2 Rumble Boxing 2
Dreamcast
Target release date: Fall 2000

NBA Live 2001
PlayStation 2, PlayStation
Target release date: Fall 2000

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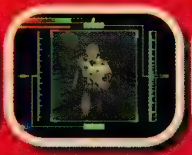

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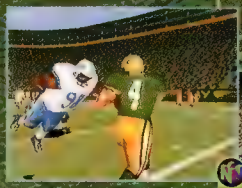
Madden NFL 2001

Developed and published by EA Sports

Target release date: Fall 2000

IT SHOULD COME AS NO SURPRISE that the granddaddy of all football games is returning to the PlayStation and N64 this fall. The real news is that EA Sports reportedly has a PlayStation 2 version up its sleeve. Naturally, it was still under tight wraps at press time, but hopefully it'll kick off at E3. As for the current systems, EA reports that Madden 2001's graphics will showcase a new level of detail. True-to-life tape, elbow pads, wristbands, and so on will help you recognize each NFL player.



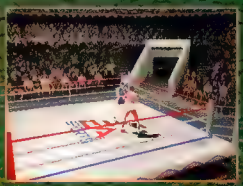
Even the coaches are getting some love; EA snagged the NFL Coaches Club license, which means you'll see coaches on the sideline during games. The coaches will also contribute team-specific strategies for each squad. Up to 10 gamers will be able to slug it out in two-minute-drill minigames, and the PlayStation version will sport a detailed create-a-team feature. Expect the season's first kickoff around Labor Day. G

Knockout Kings 2001

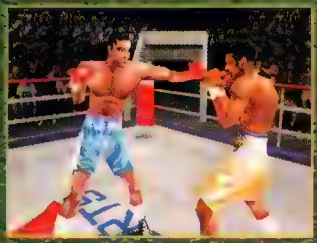
Developed and published by EA Sports

Target release date: Fall 2000

KNOCKOUT KINGS HAS owned boxing since its first game hit in 1998, and the enhancements in KO Kings 2001 sound as if they'll tighten the series's jab on the championship belt. The biggest improvement will come with what EA labels Dynamic Punch Control, which means you'll be able to control every punch in a combo and create limitless new combos.



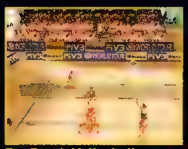
Along with the game's trademark lineup of boxing gods, KO Kings 2001 will also feature a roster of female boxers, more detailed commentary, new types of fighting styles, an amped-up Career mode, and a create-a-boxer feature round out the list of improvements. As with Madden, a PlayStation 2 version of KO Kings is rumored to be in the works, so keep your fingers crossed for an E3 unveiling. G



NASCAR 2001
PlayStation
Target release date: Fall 2000

Sydney 2000
PlayStation, Dreamcast, Nintendo 64
Target release date: August

NFL QB Club 2001
Dreamcast, Nintendo 64
Target release date: August



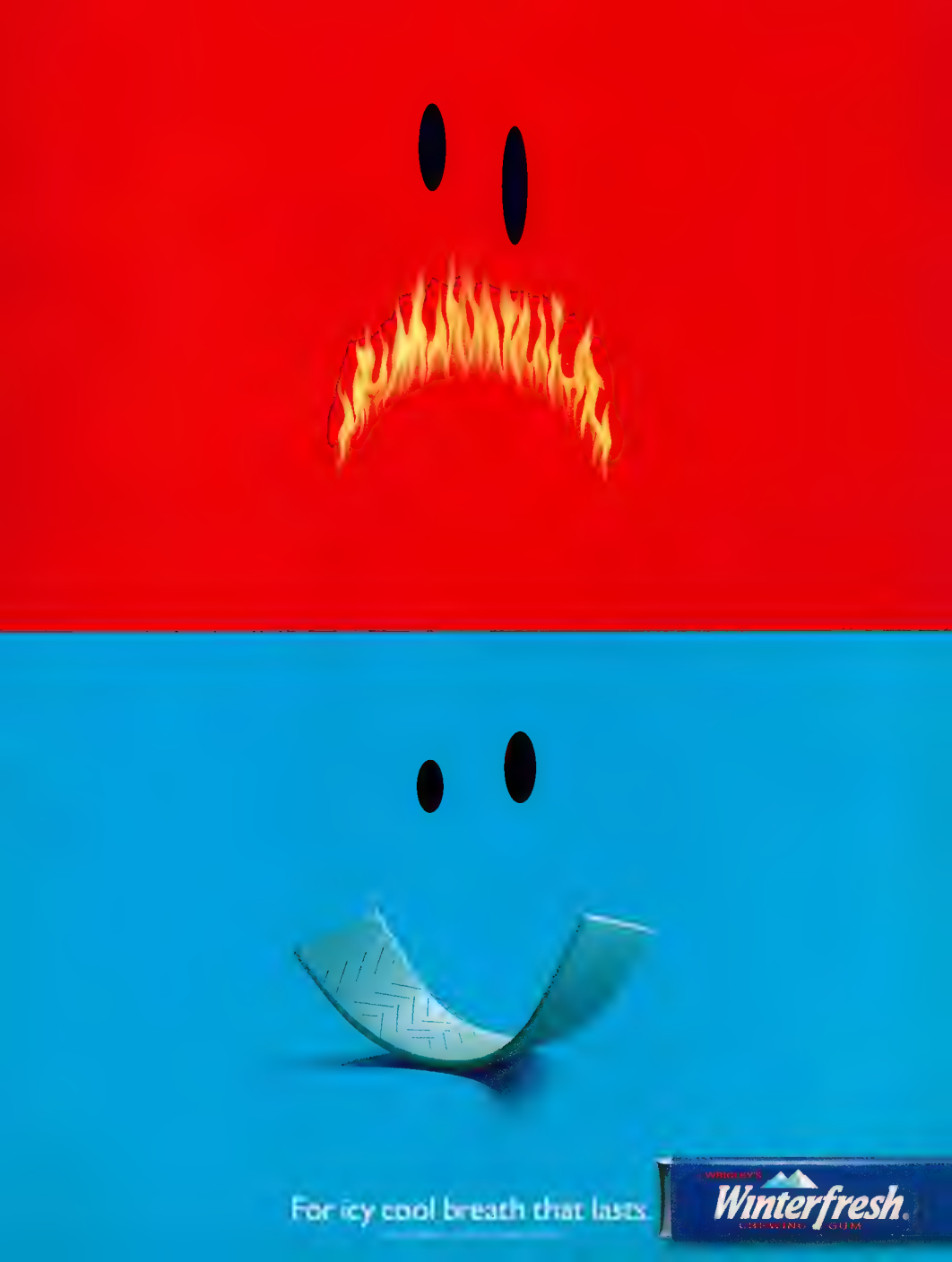
Pro Beach Volleyball
PlayStation
Target release date: To be determined

NHL 2001, PlayStation 2, PlayStation
Target release date: Fall 2000

NFL on Fox, PlayStation
Target release date: Third Quarter 2000

NCAA GameBreaker 2001
PlayStation
Target release date: Fall 2000

Arena Football Unleashed
PlayStation, Dreamcast
Target release date: May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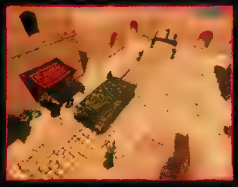
Team Fortress 2: Brotherhood in Arms

BY LAMCHOP

Developed by Valve/Published by Sierra

Target release date: Fourth Quarter 2000

CAMARADERIE WILL take on a whole new meaning when Team Fortress 2: Brotherhood in Arms storms PC shores later this year. With this first-person shooter, developer Valve is aiming to bring to your desktop not only fast-paced fraggin' action, but also online team-oriented gameplay where each living, breathing member plays a crucial part in your team's success. You'll play as one of 12 types of characters—marine, spy, medic, engineer, etc.—on 20 diverse maps, with missions like Escort, Attack, and Defend as you aid and support your teammates to achieve your common goal. Other cool features will include real-time voice communication with your mates during which your character's lips will synch to your speech. If Valve delivers everything promised, Team Fortress 2 looks to become a classic quickly.



Warcraft III

BY LAMCHOP

Developed and published by Blizzard Entertainment

Target release date: Fourth Quarter 2000

THE THIRD INSTALLMENT in the seminal Warcraft series is primed to give other real-time strategy games a run for their money. Unlike its predecessors, Warcraft III will sport a 3D look. There will be six races, including humans, orcs, demons, and the undead. Other new features will focus on heroes that can increase in experience and boost their troops' morale, as well as unique abilities for every unit that must be balanced and leveraged during battles. Look for Warcraft III at the end of this year.

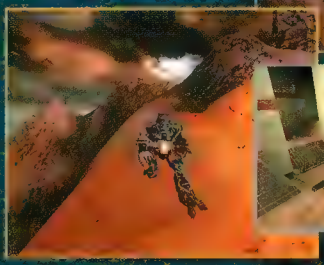
Tribes 2

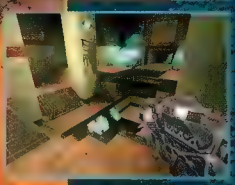
BY LAMCHOP

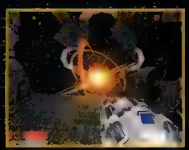
Developed by Dynamix/Published by Sierra

Target release date: August

FOLLOWING IN THE footsteps of last year's excellent online squad shooter, Tribes 2 is looking to feature the same addictive team-oriented gameplay as the original—but with a slew of improvements. Among the goodies will be a new graphics engine; new weapons, armor, and vehicles; in-game voice communications; two single-player campaigns; and lots more. Tribes 2 should be invading your PC this August.



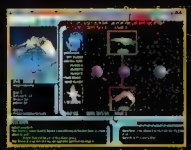




Star Trek Voyager: Elite Force
Target release date: June

Diablo 2
Target release date: June

X-COM Alliance
Target release date: October



Star Trek ConQuest Online
Target release date: Summer 2000

Wizards and Warriors
Target release date: Fall 2000

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Midtown Madness 2

BY LANCHIP

Developed by Angel Studios/Published by Microsoft

Target release date: Fall 2000

THE HECTIC PACE of city life is about to get crazier...again. Following in the tire tracks of the original, Midtown Madness 2 offers road-rage-relieving action where gamers can drive on sidewalks, down one-way streets, and inside buildings—all the while scaring the bejeezus out of pedestrians. Angel Studios, the developer, promises two new cities (San Francisco and London); nine new cars, including the sleek Aston-Martin Vantage DB-7; and new features like breakaway parts on cars and improved graphics. Look for the wild ride this fall.

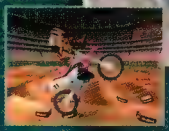
Motorcross Madness 2

BY LANCHIP

Developed by Rainbow Studios/Published by Microsoft

Target release date: Summer 2000

HERE'S MORE MUD in your eye! Motorcross Madness 2 looks to deliver the same freestyle go-anywhere motor-biking action that gamers loved in the original. Plus, MM2 will sport improved graphics with six times the detail of the original, new tracks, new licensed bikes, a new Pro Circuit racing single-player mode, and a cool 3D track editor that gamers can download. The beta version handled smoothly, and it was easy to bust out stunts—you should get your chance this summer.



Shogun: Total War

BY LANCHIP

Developed by Creative Interactive/Published by Electronic Arts

Target release date: May

SIXTEENTH-CENTURY JAPANESE warfare will come to life with Shogun: Total War, a 3D real-time strategy game that gives you control over hundreds of units at once. As a clan leader (or Daimyo), you'll direct all aspects of mounting a successful war effort: economics, espionage, politics, and more. In your quest to become the Shogun, ruler of all Japan, you'll control units such as Buddhist monks, samurai—and the deadly ninja. Shogun: Total War should offer epic battles and mayhem galore in May.

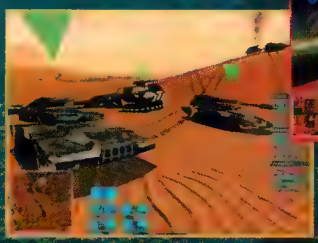
Ground Control

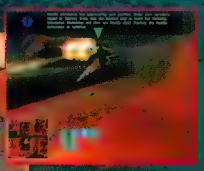
BY [illegible]

Developed by Massive Entertainment/Published by Sierra

Target release date: June

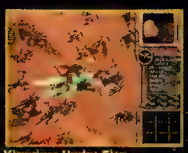
UNLIKE MOST REAL-TIME strategy games, Ground Control won't make you manage a lot of troublesome resources. You'll simply choose your units—up to 12 squads of futuristic tanks, infantry, and aircraft—and a planetary lander will transport them to face the enemy in 20 missions. In the preview version, the units and environments were totally 3D and impressively detailed, and you could control your free-floating perspective as if you were in a first-person shooter with no gravity. Ground Control takes command this June.



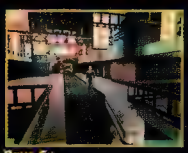


Oni/Kalaana
Target release date: April

Dark Reign 2
Target release date: June



Kingdom Under Fire
Target release date: April



Deus Ex
Target release date: June

Call to Power II
Target release date: Fourth Quarter 2000

Return to Castle Wolfenstein
Target release date: First Quarter 2001

Battle Realms
Target release date: First Quarter 2001

Anachronox
Target release date: Third Quarter 2000

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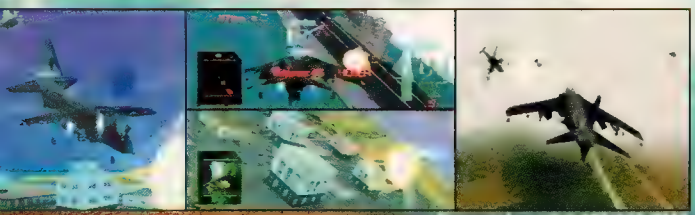

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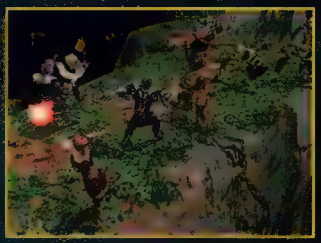
Dungeon Siege

BY LANCHIP

Developed by Gas Powered Games/Published by Microsoft

Target release date: First Quarter 2001

Dungeon Siege, an RPG with RTS elements, hopes to blend two hot genres to give gamers the best of both worlds. Gas Powered Games, the developer, is looking to create a seamless world where the gamer will control up to 10 characters at a time and move from area to area without the interruption of load screens. Dungeon Siege is slated for release early next year. G



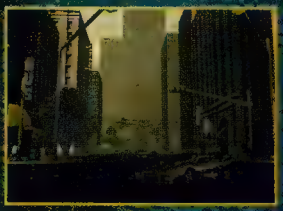
Loose Cannon

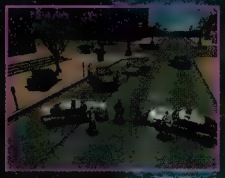
BY LANCHIP

Developed by Digital Anvil/Published by Microsoft

Target release date: Fourth Quarter 2000

In the first-person shooter/racer Loose Cannon, you'll be a "freelance" officer who catches bad guys for bucks in nine U.S. cities, such as San Francisco, New York, and Los Angeles. You'll mount heavy machine guns on your "police-mobile" as you fight to bring down the bad boys, and you'll also be able to jump out of your vehicle to take sniper shots, steal other cars, or, for Rambo types, to run down bad guys on foot. The cannon run begins this winter. G





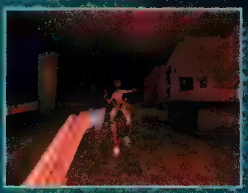
The Undying

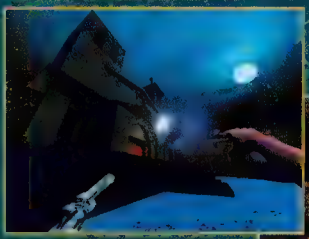
BY LANCHIP

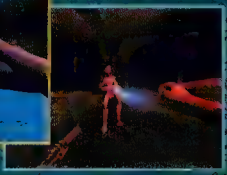
Developed by DreamWorks Interactive/Published by Electronic Arts

Target release date: Fall 2000

The Undying, a first-person shooter powered by the Unreal engine, tells the story of Magnus Wolfram, a magician and master of the occult. As Magnus, you'll have to use 16 magic spells and eight weapons to restore order to a chaotic world. Clive Barker, the master of horror, may be joining the design team, so keep an eye out—and a light on—as this creepy tale develops. G







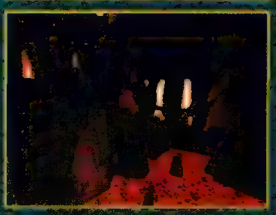
American McGee's Alice

BY LANCHIP

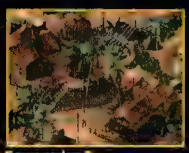
Developed by Rogue Entertainment/Published by Electronic Arts

Target release date: Fourth Quarter 2000

Alice returns to Wonderland in American McGee's Alice, but it's not a social call. In this 3D, third-person adventure, Wonderland is in disarray thanks to the evil Queen of Hearts, and Alice must make things right. This dark fairy tale will utilize the Quake III engine to bring to life the denizens of Wonderland, including the Cheshire Cat, Snarks, Insane Children, and more. Look for Alice at the end of the year. G



Black & White
Target release date: Second Quarter 2000



Commandos 2
Target release date: November

Conquest: Frontier Wars
Target release date: Fourth Quarter 2000

Oni
Target release date: September

U.F.S. Vanguard
Target release date: August

Rainbow Six: Covert Operations Essentials
Target release date: Third Quarter 2000

Arcanum
Target release date: Fall 2000

Throne of Darkness
Target release date: Fourth Quarter 2000

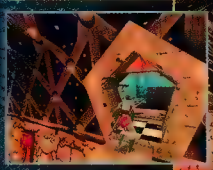
Dragon's Lair 3D

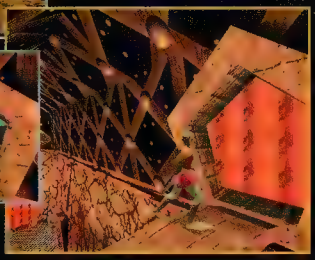
BY LAMCHOP

Developed by Dragon's Lair/Published by Blue Byte Software

Target release date: First Quarter 2001

DIRK'S BACK! DRAGON'S LAIR, the famous arcade game, will be transported to your home in the form of Dragon's Lair 3D. Of course, you shouldn't expect the cartoony look to return as everything will be rendered in 3D in this Tomb Raider–style action/adventure game. The interactive environment will come alive as Dirk attempts to rescue his old flame, Daphne, from an evil necromancer. Look for Dragon's Lair 3D early next year.



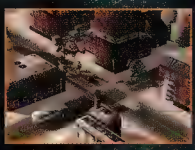


MechCommander 2

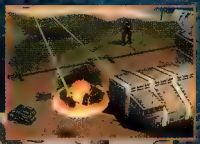
BY LAMCHOP

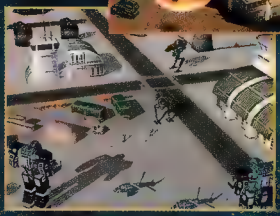
Developed and published by Microsoft

Target release date: First Quarter 2001



THE BATTLETECH UNIVERSE will continue to expand with this real-time strategy title. MechCommander 2 will once again give gamers control over squads of missile-firing, particle cannon–shooting, multi-ton mechs. In the single-player story, players will lead mercenaries through 16 historic years in the BattleTech universe. New features will include the ability to call for reinforcements or for a repair crew for on-site patch jobs. MC2 won't be ready until early next year, so polish up those RTS skills in the meantime.





Evil Dead: Hail to the King

BY LAMCHOP

Developed by Heavy Iron Studios/Published by THQ

Target release date: Fall 2000

GROOVY—EVIL DEAD lives on! In Evil Dead: Hail to the King, Ash is back in the cabin where it all started, trying once again to save the world and himself from the evils of the Book of the Dead. Featuring voice-overs by Bruce Campbell and over-the-top Sam Raimi–style cinematics and humor, Hail to the King should give the survival horror genre a kick in the pants this fall.

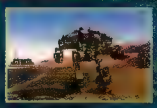
MechWarrior 4

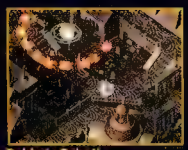
BY LAMCHOP

Developed and published by Microsoft

Target release date: Fourth Quarter 2000

IF WHAT YOU'RE really after is some first-person mech-pummeling, then you'll want to know about MechWarrior 4. You'll find over 30 missions that span 15 campaign maps as you maneuver 75-ton robots packing high-energy lasers and rockets. MW4's 21 active mechs will also feature six new additions, while other improvements will include a simpler-to-use interface and an immersive world with more interactive units. MechWarrior 4 should be activated later this year.



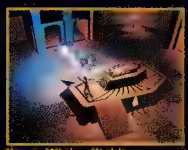


Baldur's Gate II
Target release date: September

Giants: Citizen Kabuto
Target release date: October

Halo
Target release date: November

Homeworld: Cataclysm
Target release date:
Second Quarter 2000



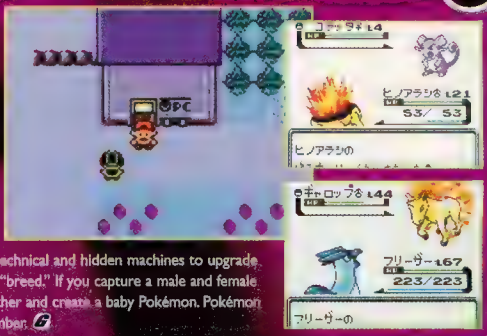
Never Winter Nights
Target release date: Fall 2000

Pokémon Silver and Pokémon Gold

BY LANCHIP

Developed and published by Nintendo

Target release date: September



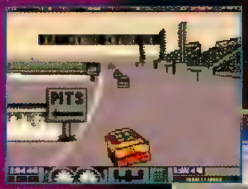
FIRST THERE WAS Red, then there was Blue, followed by Yellow. Soon we'll also have Pokémon Silver and Gold. You can look for the two new additions to better their predecessors in a number of ways. The creature count will be bumped up to 250, and the cartridge will have an internal clock so you'll see certain nocturnal Pokémon only in the P.M. Other improvements will include the capability to import your Pokémon from old Red and Blue games (but not vice versa), new technical and hidden machines to upgrade your monsters, and Pokémon that can "breed." If you capture a male and female of the same species, they may get together and create a baby Pokémon. Pokémon Silver and Gold should hatch by September. GBC

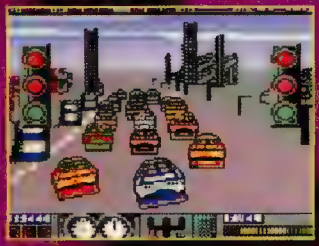
NASCAR 2000

BY LANCHIP

Developed and published by THQ

Target release date: May





GENTLEMEN, START your engines! NASCAR 2000 is revving up for some Game Boy Color action with 16 licensed NASCAR tracks and 25 drivers and cars to choose from. A Season mode is in the works as is the ability to tweak your cars. And, of course, you won't have to drive solo because NASCAR is Link Cable compatible for plenty of head-to-head action. NASCAR 2000 should cross the finish line in May. GBC

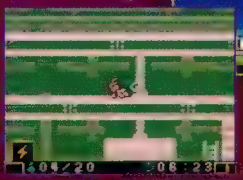
Power Rangers Lightspeed Rescue

BY LANCHIP

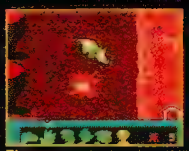
Developed by Natsume/Published by THQ

Target release date: July

GO GO GAME BOY Rangers! Power Rangers Lightspeed Rescue is heading your way with over 20 levels of gameplay, including Rescue, Battle, and Mega Zord games. You'll be able to play as your favorite Power Ranger using vehicles and weapons straight from the TV show as you battle boss monsters like Diabolico and Magmavore. Lightspeed Rescue hopes to beam into your Game Boy Color this July. GBC



Wario Land 3
Target release date: May



Dinosaur
Target release date: June

Wacky Races
Target release date: June

Animorphs
Target release date: September

The New Batman Adventures
Target release date: October

Hercules
Target release date: September

Inspector Gadget
Target release date: September

Croc 2
Target release date: Fall 2000

Rugrats in Paris—The Movie
Target release date: November

Buzz Lightyear of Star Command
Target release date: Fall 2000

Mat Hoffman's Pro BMX
Target release date: Fall 2000

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MATURE M

Sword of the Berserk: Guts' Rage™

TEEN T

Tomb Raider: The Last Revelation™

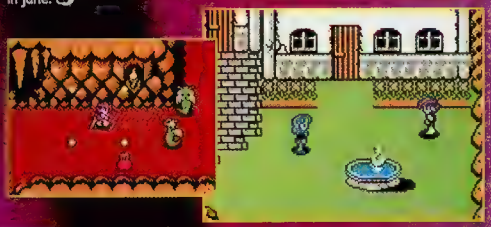
Crystalis

BY LANCHOR

Developed by NST/Published by Nintendo

Target release date: June

If you didn't get enough of Crystalis in the '90 NES version, a return trip is getting closer. In Crystalis for the Game Boy Color, a nuclear war has decimated the Earth and you, the hero of Crystalis, will have to use magic and weapons to find four mystical swords. Those swords will then form the ultimate Sword of Crystalis that you must wield to defeat the evil Draygonia. You can look for Crystalis to come together in June.



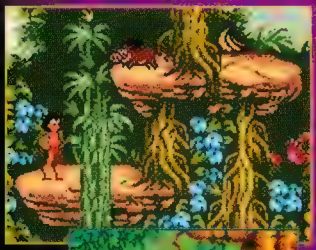
Jungle Book

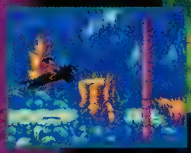
BY LANCHOR

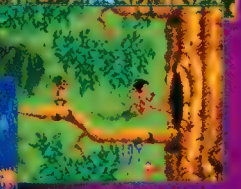
Developed and published by Ubi Soft

Target release date: October

This October, you can take Mowgli and all his friends for a road trip. Jungle Book for the GBC will feature all the characters from the Disney movie and will enable you to play as Mowgli through five jungle levels. You'll interact with the surroundings in the forest as you master skills that will steer Mowgli to victory over his enemies. You should be able to check out the Jungle Book this fall.







Warlocked

BY LANCHOR

Developed by Bits/Published by Nintendo

Target release date: Third Quarter 2000

Warlocked, a real-time strategy game, will have you collecting resources, building troops, and using spells to defeat the enemy in its 12 single-player stages. Wizards will be key personages—more than 20 types are hidden throughout the game—because of their powerful spells, and you'll be able to find and trade these Wizards via a Game Link cable or infrared port. Also, there will be six two-player stages in this RTS slated for release later this year.

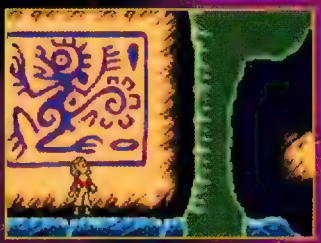
Gold and Glory: The Road to El Dorado

BY LANCHOR

Developed by Revolution Software/Published by Ubi Soft

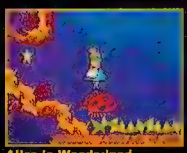
Target release date: June

The DreamWorks animated cartoon concerning the search for the city of riches is the basis for this Game Boy action/adventure title. In Gold and Glory: The Road to El Dorado, players will take on the roles of the stars of the movie, con artists Tulio and Miguel, as they take a four-legged voyage through 20 levels. Game Boy owners should discover El Dorado in June.



Toonsylvania
Target release date: November

Xena
Target release date: July



Alice in Wonderland
Target release date: June

Tony Hawk's Pro Skater 2
Target release date: Fall 2000

Spider-Man
Target release date: Summer 2000

X-Men: Mutant Academy
Target release date: July

X-Men: Mutant Wars
Target release date: Fall 2000

Buffy the Vampire Slayer
Target release date: Fall 2000

The Simpsons
Target release date: To be determined

Aliens
Target release date: Fall 2000

Donald Duck: Quack Attack
Target release date: October

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An Epic tale of murder, mystery and mayhem.
And Koudelka, a troubled yet strong woman, determined to unravel it all.

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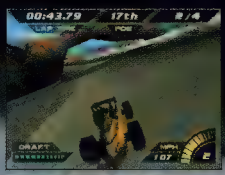

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Messiah

BY VICIOUS SID

- Published by Interplay
- $44.99
- Available now
- Action
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	4.5

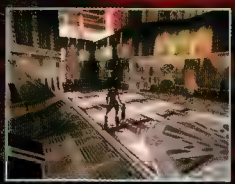
Recommended System Requirements

- Windows 95/98
- Pentium II 300
- 64 MB RAM
- 600 MB on HD
- DirectX 7 or higher
- 3D accelerator with 16 MB RAM

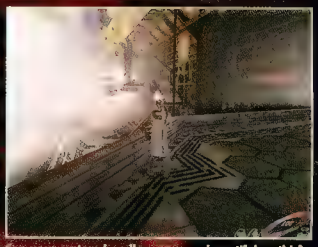
UNREAL THIS, QUAKE that Sick of the endless first-person shooter parade? Then Messiah's sneaky third-person gameplay and stunning visuals will send you to seventh heaven—in a body bag, if you're not very careful.

More Than Meets the Eye

Welcome to tomorrow. Earth is ruined, man immoral, and scientific power absolute—so what else is new? Father Prime, ruler supreme, is hell-bent on harnessing the power of the Netherworld, provoking God to dispatch his secret weapon: Bob. A plump little cherub sporting a diaper, a halo, and one mean attitude, Bob wears his victims like living armor, retaining their appearance and attributes.



PROTIP: Clog the grinder. Fling in your character, the engineer, and the scientists (crawl under that laser gate). As Bob, activate the console, climb onto the goo vat, and glide to the switch.



Can your system handle scenes as beautiful as this?

PROTIP: Bob can fly; chods have shields (hold Attack) and helicopters (tap and hold Jump); cops have advanced sniper zooming; rats are teeny-tiny. Master each gift, or you'll be a shish-keBob.

But it won't be like stealing candy from a baby. In Messiah, you'll encounter cannibals, riot cops, prostitutes, and towering mutant beasts, each with individual friends, enemies, and agendas. Bob's righteous mission takes him through laboratories, sewers, and the cannibal-infested slums of Old Town. Sensitive types, beware: Messiah's religious imagery, immoral characters, rough language, and grisly scenes may make you squirm.

The Devil's Workshop

Though you'll find ample firepower—bazookas, harpoon guns, flamethrowers, and the "maimer"—Messiah is more interested in your brainpower. Because Bob's pudgy skin is tender, stealth and forethought are constant considerations: Try to shoot 'em all, and God will sort you out instead. While the character-hopping gameplay is a riot, Messiah's Tomb Raider–esque platform scenarios, like the incinerator, often require frustrating trial-and-error tactics. Fortunately, clean, intuitive controls simplify matters with only a few minor hiccups.

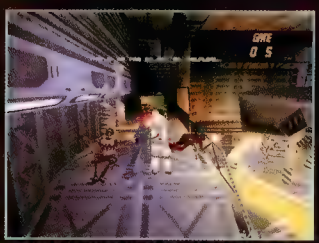
God is clearly in the details of Messiah. Every futuristic corridor, radioactive core, and desolate city street boasts amazing (and humorous) details and terrific sound effects, like the walking, talking cigarette machines ("Smoking is cool!"). Though Messiah's much-touted dynamic modeling system bestows characters with detailed models and lifelike animations, the tradeoff is a distracting rippling effect. There's a price to be paid for this beauty, too: Messiah is a serious system hog.

PROTIP: The pump gun and flamethrower are best up close, while the machine gun, maimer, and harpoon gun are perfect sniping weapons. Some characters (riot cops, commanders) have grenades—use them.

Baby Genius

Although some minor bugs and crashes are evident, Messiah's slick graphics and inventive gameplay should raise a chorus of "hallelujahs" from jaded PC gamers. Messiah may not be the second coming, but it's gameplay nirvana nonetheless.

PROTIP: In the nuclear core, orient the fans in a stepping-stone position so Bob can glide to the upper station. Then, possess a radiation worker and strangle the drone to snag his battery grabber. Next, you should...



...activate the consoles, collect a blue battery, and ride the elevator down. Rush past the toxic pool and through the door—your radioactive battery poisons the guards inside. Finally, possess the Gun Commander, gaining access to Gate 2.

GRAPHICS 5.0

Messiah's high-polygon models flaunt sharp details and fluid animation, though the amazing level design is the superstar here. The heavenly visuals are offset by hellish system requirements, however: If your PC isn't godlike, expect satanic slowdown.

SOUND 5.0

Bob's coos and giggles are cute, and the smart-ass comments from other characters are hilariously profane. But it's the immersive, ambient sounds and thrashing speed-metal tunes—courtesy of Fear Factory—that will really get your Bible thumping.

CONTROL 4.5

Thankfully, Bob does not move in mysterious ways—Messiah's controls are simple and logical, though grabbing weapons is a hassle. Mercifully, the goofy camera tracking is adjustable via the Options menu.

FUN FACTOR 4.5

When compared to the yawn-inducing firefights of most other action titles, Messiah's inventive theme is quietly revolutionary. Though the open-ended puzzles are often infuriatingly vague, Messiah is ultimately a gaming godsend.

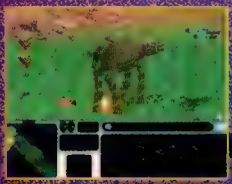
STAR WARS FORCE COMMANDER

BY JAKE THE SNAKE

- Published by LucasArts
- $39.95
- Available now
- Real-time strategy
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	3.5	4.0

Force Commander puts you where you've longed to be ever since you saw the Imperial Walkers in *The Empire Strikes Back*: in control of a *Star Wars* land battle with more than 70 types of units, from Stormtroopers and TIE fighters to Aks peeders and X-Wing fighters. Unfortunately, Force Commander suffers from numerous flaws—though none ruin the game. The huge interface takes up nearly a third of the screen, and although the unit graphics look great up close, they appear much worse from farther back where it's easier to control the action. You can pan and zoom the camera all over the map, but it's more difficult than it should be. Luckily, the music and sound effects are pure *Star Wars* magic. It's the 26-mission campaign, which unfolds during the original *Star Wars* trilogy, that's even a semi-devoted *Star Wars* fan you'll enjoy Force Commander the most and all.



PROTIP: Always assign your units to fighters or anti-aircraft units. Without them, even the strongest infantry and armor units

PROTIP: Protect important buildings, especially the Command Center, by always keeping troops inside—even if you have multiple defense teams.

Recommended System Requirements
Windows 95/98
Pentium II/266
64 MB RAM
454 MB on
3D accelerator

NEED FOR SPEED PORSCHE UNLEASHED

BY PETEROO

- Published by Electronic Arts
- $39.95
- Available now
- Racing
- 8 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.0	4.0

The scenery in Need for Speed: Porsche Unleashed is gorgeous. Whether you're screeching through the shade of the Normandie forests or tooling along the Côte d'Azur at dawn, you'll be sightseeing as much as racing. But this sim doesn't offer quite as many hard-boiled, visceral thrills of the chase as Need for Speed: Hot Pursuit or High Stakes.

Porsche Unleashed allows you to drive 80 models of the celebrated line of German sports cars—from the original 356 up to the 2000 911 Turbo—on 14 courses in single, multiplayer, and Evolution (e.g. career) modes. The game also includes a mission-based Factory Driver mode. Nine of the tracks are branching road courses, and even when you're not exploring their recesses, Porsche Unleashed offers a sense of openness—a feeling that, if you wished, you could go off-road and visit some of these places at your leisure. The sound effects are fine, but the music is plain annoying, while the controls are straightforward and easily configured.

Though not as racy as its predecessors, Porsche Unleashed is still a beauty to behold.

◀ PROTIP: Try not to slide onto the shoulder on the Côte d'Azur track; you'll lose position really fast.

PROTIP: If you're stuck in the pack on the rigorous Monte Carlo 3 circuit, this ramp may gain you some time.

Recommended System Requirements
Windows 95/98
Pentium II/300
64 MB RAM
250 MB on HD
3D accelerator

THIEF II: THE METAL AGE

BY PETEROO

- Published by Eidos Interactive
- $35
- Available now
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	5.0	4.5

Thief II: The Metal Age will steal your heart. This focused sequel to 1998's revolutionary first-person "sneaker" offers larger doses of all the things that made Thief: The Dark Project such inventive fun.

In 15 missions, you'll exploit darkness, soft surfaces, and a range of clever tools (like master thief Garrett's mechanical eye) to reach your destinations unseen and unheard. Along the way, you'll delight in A.I. with an edge, a real story—Garrett is up against an unfriendly new sheriff—and expansive levels with sophisticated objectives.

The mouse/keyboard controls are comprehensive, but easy to learn, and even include loadable key bindings from Quake, Unreal, and the first Thief game. The graphics make wonderful use of light and darkness, and the sound—from the footsteps coming up behind you to the mutterings of an unhappy peon—is some of the best around.

All in all, it's definitely worth sneaking out to play Thief II.

PROTIP: Use stealth when dealing with enemies; sneaking around is usually a better approach than a frontal assault.

◀ PROTIP: Out go the lights! Water arrows are a handy way to douse low-tech lighting.

Recommended System Requirements
Windows 95/98
Pentium III/400
64 MB RAM
600 MB on HD
3D accelerator
EAX or A3D sound c

BY AIR HENDRIX

- Published by Electronic Arts
- $39.99
- Available now
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0

NEED FOR SPEED PORSCHE UNLEASHED

PLAYSTATION RACING APPROACHED peak performance with Gran Turismo 2, and now the system's other top racing series is rolling up to the starting line with Need for Speed: Porsche Unleashed. While Unleashed delivers the polished action that fans expect, it's not the series' pinnacle—plus GT2 blows its doors off.

PROTIP: In Factory Driver mode, it's better to brush a wall or go off the track then to hit a cone—each cone adds a second to your time.

PROTIP: In Chase mode, the course maps are wide open, so if the cop is about to nab you, make a sudden turn or even a U-turn.

Porsche Power?

Half the fun of the NFS series has always been the sweet lineup of exotic cars, so many fans will be bummed that the latest game focuses solely on Porsches. If you're a Porsche fan, however, you'll be in hog heaven as this NFS delivers everything from the '56 Spyder to the Boxster. But it's hard to get over the absence of the Lamborghinis, Ferraris, and company.

Fortunately, Unleashed makes great use of its extensive Porsche license with some cool new modes. In Factory Driver mode, you play as a Porsche test driver, putting cars through their paces on obstacle courses; it's similar to GT2's license tests, but much more fun. Evolution mode resembles the standard tournament mode—cups, special events, cash for wins, etc.—but the twist is that you begin by racing '50s Porsches and earn your way through all the Porsche eras until you reach today's modern speed demons. NFS backs all that up with some entertaining two-player split-screen action. Along with regular races, you can play Capture the Flag or a "cops vs. the speeder" round of tag.

PROTIP: In Evolution mode, buy used cars whenever you can—you'll get a faster ride for less cash.

PROTIP: On drastic corners, use the hand brake (tap ○) to yank the car's rear end through the turn.

PROTIP: For gentler turns, just easing off the gas will scrub off enough speed to handle the corner.

Head to Head

Throughout it all, solid controls keep you in the thick of things. Even gamers may be turned off by the Porsches' trademark stiff handling, but the play has that classic NFS feel—realistic enough to be fun and exciting, but not frustrating. GT2 vets will probably find winning pretty easy, and NFS doesn't come close to GT2's depth and longevity.

Visually, Unleashed dusts GT2 with a strong collection of colorful, detailed tracks and shiny cars. Pop-up is occasionally a problem (particularly in split-screen action), and the frame rate is fast, but not impressive. On the sound side, EA did a great job of capturing the sounds of all those different Porsche engines, while quality music accompanies the action. Too bad there aren't any name bands to spice things up.

Photo Finish

At the finish, Unleashed delivers a [illegible] performance with less consistent appeal than the NFS series usually offers. Porsche fanatics will love it, but if the [illegible] cars are still buried in GT2, you should probably test-drive the lucky bastard before you buy. 6

PROTIP: On the Spyder circuit race in the Classic era, you need to brake only for the hairpin turn before the finish line—your tires can handle the rest of the course without braking.

GRAPHICS	4.0

Unleashed's slick tracks and car models deliver a pretty show despite the occasional pop-up problems.

SOUND	4.0

Excellent sound effects are matched with catchy tunes, but some name bands would've added a lot.

CONTROL	4.0

Solid controls make this an enjoyable ride. Some gamers, though, will be turned off by the Porsches' stiff handling.

FUN FACTOR	4.0

By focusing on Porsches, this NFS has narrower appeal, but the action is as exciting as always. Gran Turismo 2 is still the champ, however.

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MEDIEVIL II

BY BROTHER BUZZ

- Published by Sony Computer Entertainment America
- $39.99
- 1 player
- Available now
- ESRB: Teen
- Action/adventure

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.0	4.5

EVIL NEVER SLEEPS, and neither does Sir Daniel Fortesque...even though he's dead. Sony's skeleton knight (and reluctant hero) returns in MediEvil II, a sweet action/adventure game that's bigger and better than before.

Something MedIEvil This Way Comes

MediEvil II pieces together a nicely balanced combination of hack-n-slash, exploration, puzzle solving, and platform gameplay. MediEvil stalwarts will recall that after defeating Zarok, Sir Daniel gleefully returned to his eternal slumber. Zarok's malevolent spell book, however, has again fallen into villainous hands, and now the undead are terrorizing Victorian London.

This time, the dead really bring their best game against Sir Dan. Sony has juiced up the enemy AI so that the bad things attack you, chase you, or run away from you depending on how well-armed you are. The tight controls enable you to use 17 weapons to hack, slash, and shoot with pinpoint precision, but, unlike the first MediEvil, you have to put some thought into which weapons you use against particular adversaries.

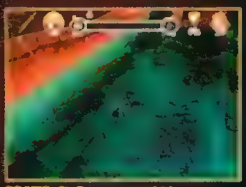
PROTIP: Sir Daniel's ability to push and pull will save him from the favorites

PROTIP: When he's climbing, Sir Dan holds his shield above his head. You can use it to block falling objects.

That Look of Evil

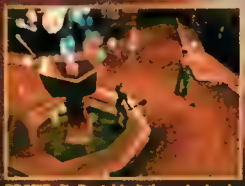
MediEvil II's visuals put on an impressive and entertaining show. The cartoony 3-D character graphics paint a nice mixture of horror and humor onto zombies, ghosts, skeletons, mystical beasts, and other monstrosities. Moreover, excellent computer-generated cutscenes move the story line along from scene to old London scene.

The gameplay graphics carry their weight, too. As in the first game, you run more 2½D (2½ dimensional) than 3D environment. This time, however, MediEvil II gives you a way around the sometimes clunky gameplay of the original by always allowing you to move the camera in either a third- or first-person view.



PROTIP: Sir Dan cannot climb water.

The sounds hold up their end nicely. The music and [illegible] to fit the gameplay situations: sometimes ominous, sometimes [illegible] also a symphony of effects, from crackling torches to the skittering of Sir Dan's mad dash. The voices are real standouts, too, accurately capturing the personalities of the different characters.

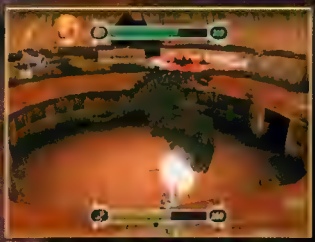


PROTIP: Sir Daniel isn't the only dead thing that doesn't like water. If you're in a jam, jump into a fountain for protection and flail from there.

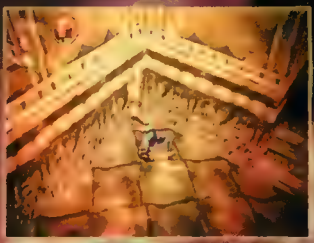
It's Alive!

It's true that some hardcore [illegible] adventure purists might not be able to get past MediEvil's comical look, but they'd be missing out on some [illegible] gameplay. MediEvil II is good enough to wake the dead. G

PROTIP: The Spiv is an oily little guy, but whenever you encounter him you can bet you're going to need what he has to sell.



PROTIP: The bony Tyrannosaurus Wrecks boss is vulnerable whenever its brain begins to glow. Use the Dash (run and hit △) to avoid its fire attack.



GRAPHICS 4.5

[illegible] but Me[illegible]

SOUND 5.0

[illegible]'s music is always appropriate [illegible] situation; sometimes it even feels oddly Victorian. Audio effects, from rattling bones to zombie groans, are crystal clear. And the voices project real personality.

CONTROL 4.0

The analog joystick handles much more tightly than it did in MediEvil, which already featured solid gameplay. The game cam provides fine control, but you have to contend with a few wacky angles in the heat of battle.

FUN FACTOR 4.5

This game is a good old-fashioned thumb-jockey workout. As long as you're down with the Victorian London atmosphere and the cartoon look, you'll get more than your money's worth in solid action/adventure and platform gameplay.

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No principles, no prisoners, just 12 mutant characters devastating anyone and anything that comes between them and winning. It's multiplayer mayhem at its maniacal best.

If you see them coming... Run!

Name: Twister
Age: 23
Weight: 1 12 oz.
Height: 1.4 in.

Notes:
In and out of asylums for many years, but shows no visible signs of madness. Very hard to find stable in unusual surroundings.

Special abilities:
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STAR WARS EPISODE I JEDI POWER BATTLES

BY UNCLE DUST

- Published by LucasArts
- $39.99
- Available now
- Action/adventure
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	3.5	4.0

LUCASARTS GOES OLD-SCHOOL with its newest Star Wars Episode I game: Jedi Power Battles, a throwback that offers nostalgic hack-n-slash fun in the form of some serious lightsaber action.

New Movie, Old-School Game

Much like the movie it was based on, the first Episode I PlayStation game didn't have nearly enough action. So LucasArts has gone all-out with the heavily battle-oriented Jedi Power Battles, which is very reminiscent of the Super Star Wars series for the SNES—only this time, it's in 3D.

You'll be able to pick one of five Jedi knights to play through 10 levels, and after successfully clearing each level, you'll gain new combos, becoming increasingly powerful. While the hardcore lightsaber action is very fun, the omnipresent platform jumps, which are often obscured by preset camera angles, create frustration. Jedi also has a two-player cooperative mode that allows for some truly enjoyable Double Dragon–esque action, but, again, the jumping creates a camera tug-of-war between the players, causing even more difficulty.

The Jumping Menace

The background graphics in Jedi Power Battles are quite impressive for a PlayStation game, featuring huge boards and cool reflective effects. The character models are right on, but appear too blocky when seen up close.

The audio is topnotch, however. A stirring mix of John Williams–inspired music, lightsaber movements, blaster fire, and character voices puts you right in the middle of the action. You'll even hear Jake Lloyd as Anakin Skywalker and Ahmed Best doing his "charming" Jar Jar Binks voice.

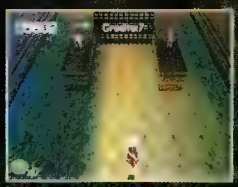
Jedi Power Battles's weak spot has to be the controls. In combat, you'll use all eight controller buttons to ward off opponents, but it'll take a while to master your ever-expanding arsenal of Jedi attacks. The game relies too much on the platform jumping—so when you do master your powers, you'll lose many more lives by missing awkward jumps than by dying at your opponents' hands.

A Force To Be Reckoned With

Jedi Power Battles gets off to a frustrating start and has too much platform jumping throughout. But after you slash through the legions of battle droids to reach Darth Maul, you'll remember the thrill of the fight and forget the agony of the jumps.

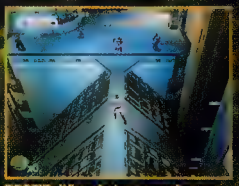
PROTIP: On the Ruins level, fight the battle droids or Gungans only when necessary. Enemies will keep spawning to drain your life and waste your time.

PROTIP: Destroyer droids are easier to beat up close. Run right up so they don't fire their blasters.



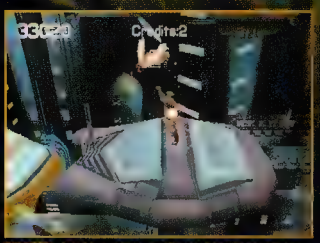
It's 3D gameplay like River Raid for the Atari 2600 as you ride a STAP through the streets of Theed.

PROTIP: Be sure to destroy the control panels to these giant fans on the Final Battle level, or you'll be blown to a silent death.



PROTIP: When facing several opponents, stay back and deflect their fire to get rid of as many as you can before advancing into battle.

PROTIP: Darth Maul can be easily turned around in battle—use this to get several quick hits in a row.



PROTIP: On Coruscant, watch out for these green guys—their uppercuts can knock you off the many platforms and spaceships you'll have to jump on.

GRAPHICS 4.0
The game's backgrounds are impressive, but the character models are too blocky when viewed up close. The animations are cool, while the collision is a bit sloppy in places.

SOUND 5.0
A perfect *Star Wars* soundtrack. Excellent sound effects, strong voice-acting, and an impressive musical score keep you right in the action.

CONTROL 3.5
The controls are a little cumbersome at first, but you'll soon become a Jedi master. The combination of awkward camera angles and too much tricky jumping hinders the gameplay, though.

FUN FACTOR 4.0
A slow and frustrating start, but halfway through it picks up speed and adds some variety. The excess of platform jumping often drags it down, but Jedi Power Battles still delivers plenty of fun.

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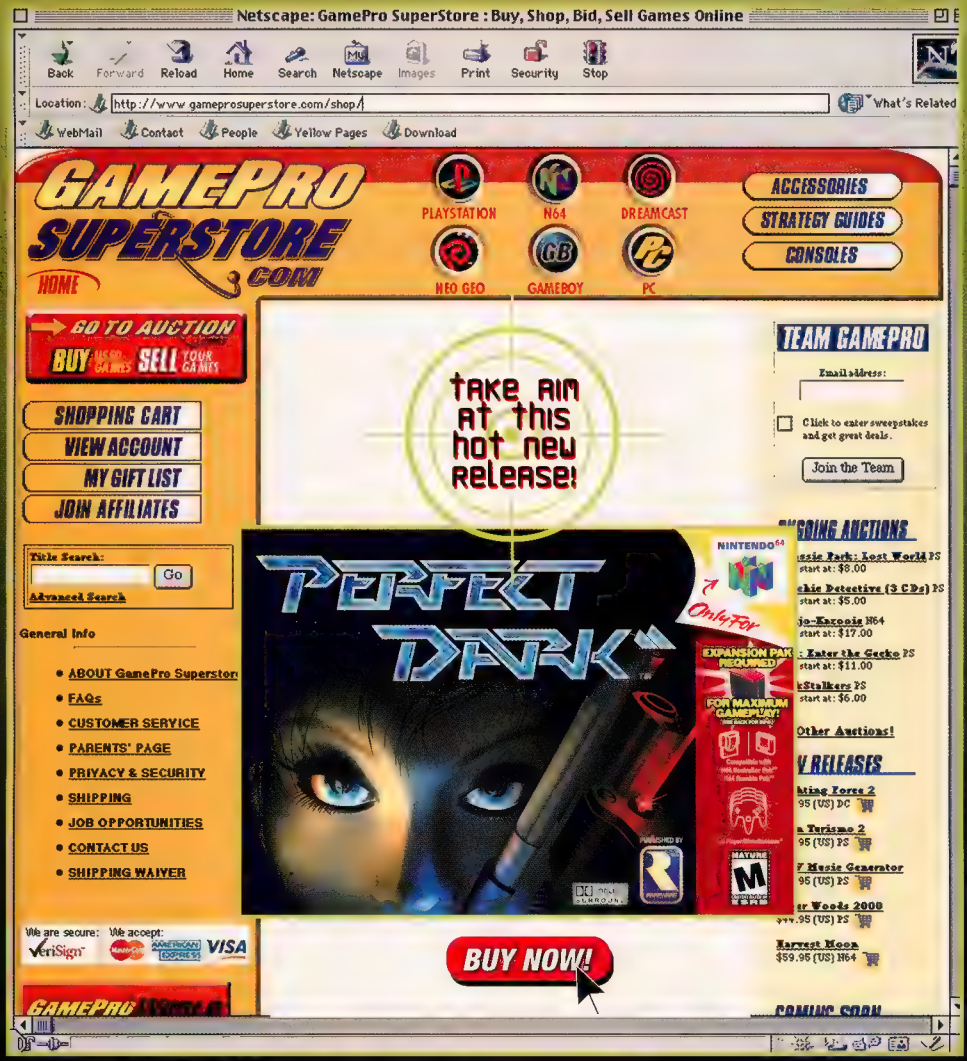

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STRIDER 2

BY LAMCHOP

- Published by Capcom
- Price not available
- Available May
- Action
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	4.0

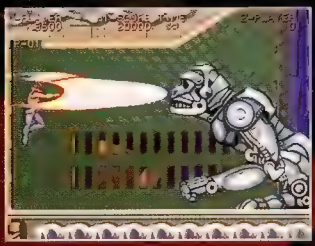
FOR THOSE UNFAMILIAR with Strider: No, he's not just a character from Marvel vs. Capcom. The addictive action gameplay found in the arcade original more than a decade ago comes to the PlayStation in this sequel. But the unfortunate mixture of a relatively short game, slowdown, and some missing elements keeps Strider 2 from strutting with style.

PROTIP: Use the wall–jump onto the helicopter, and it'll take you to the top. But watch out for its rockets.

PROTIP: The best way to attack the big bosses, like the Transport, is to get behind them.

Strider, Low and Inside

The dual-CD Strider 2 actually contains both the sequel and a well-ported version of the arcade original. Once again, Strider fights the forces of evil vigilance-style with a sword and grappling hook as his only tools. Strider can pick up power-ups that increase his range of attack, and he now has a "boost" function that turns his sword-slashing offense into a useful homing-missile attack. Sadly, his sliding kick doesn't destroy enemies as it did in the original (it's used more here for escaping), and the power-ups that gave him "sidekick robots" are gone, which is a real shame.



No monkeying around–the port of Strider looks good on the PlayStation.

Taking It in Stride

Strider 2 is an old-school, run-through-levels romp. Some gamers will like it for that reason, while others will feel that they've been there and done that. Plus, five measly levels means you'll finish this one in a hurry; to bump up the replay value, after finishing the game, you can unlock the more powerful Strider Hien and run through the levels again.

Graphically, Strider 2's 2D world is colorful and stimulating. To give the impression of a 3D world, the camera follows Strider as he turns corners on some levels—and it does fool you for a moment. During some battles, however, slowdown occurs when there's too much happening at once, which can affect your performance. A dramatic soundtrack plays while Strider's sword clanks along the metal plating of robots (though this ruckus can get repetitive). The controls are simple, configurable—with just jump, attack, slide, and boost functions to contend with—and, unless the aforementioned slowdown occurs, quick and responsive.

You can unlock and play the powerful Strider Hien after finishing the game with Strider Hiryu.

Ain't Nothing Gonna Break My Stride

Perhaps Capcom packaged the original with the sequel because it's aiming for diehard Strider fans. Strider 2 certainly doesn't offer anything innovative or especially eye-catching, but those fans will still want it. For the rest of the gamers out there, it's worth renting for two hours of no-brainer fun.

GRAPHICS 3.5

The characters and background are rendered with brilliant colors, and even sport a tiny hint of anime style. Unfortunately, slowdown occurs during some fight sequences when there's a lot happening at once.

SOUND 3.5

Dark, dramatic music befitting Strider's personality looms in the background. But his incessant habit of screaming every time he slashes with his sword, which makes for a lot of ruckus, can become repetitive and annoying really fast.

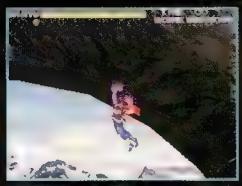
CONTROL 4.5

Flawless and quick-to-respond (as long as the slowdown stays away), the controls are also very simple, with only four functions to worry about: jump, attack, boost, and slide. Even the most novice of gamers will be able to just pick up a controller and play.

FUN FACTOR 4.0

Strider 2 offers familiar side-scrolling gameplay—maybe too familiar for this day and age. At the very least, it's a good rental for a couple of hours of mindless fun. Hardcore Strider fans will probably want to add it to their collections.

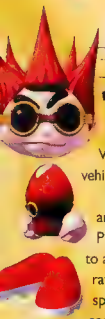
PROTIP: Don't run from Solo's razor blades; it's better to use timing and jump over them.



PROTIP: You don't have to do away with all the enemies. Sometimes it's best to just climb up and avoid them.

PROTIP: Kill enemies at a distance with Strider Hien's far-reaching attack.

SPEED PUNKS



BY VICIOUS SID

- Published by Sony Computer Entertainment America
- $39.99
- 4 players
- Available now
- ESRB: Everyone
- Kart racing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	4.0

MARIO KART WANNABE Speed Punks has its ups and downs. While it boasts vibrant tracks and whimsical power-ups, mushy vehicle handling and cheesy weapon balance nearly ruin the experience.

You'll choose from six young racers, including the nerdy Brains and the hyperactive Tempest. Then it's off to the races on Speed Punks' 12 imaginative tracks, which range from a cheerful carnival to a lava-belching volcano. Throughout the high-speed racing, the frame rate stays admirably smooth, though graphical detail plummets during split-screen multiplayer races. Speed Punks' subpar audio offerings consist of annoyingly cute taunts and rinky-dink music.

Although Speed Punks doesn't aim for realism, the weapons are ridiculously unbalanced: Homing missiles and shockwaves rule the track, allowing slackers to effortlessly regain the lead. Also, the karts have sluggish cornering abilities and lousy acceleration. Despite these shortcomings, Speed Punks offers an enjoyable arcade racing experience. 6

PROTIP: When dealing with multiple opponents, use machine guns, triple basic missiles, and shockwaves. Don't bother with slime or bombs.

PROTIP: If behind, use the homing missile and shockwave power-ups to pick off leaders. If a missile targets you, shake it off with sharp turns, or drop a bomb to deflect the blast.

RUNABOUT-2

BY VICIOUS SID

- Published by Hot-B
- $39.99
- 1 player
- Available now
- ESRB: Teen
- Racing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0

THE SEQUEL TO last year's Felony 11-79, Runabout 2, combines Driver's frantic courier gameplay with Grand Theft Auto's free-flowing level design. In Runabout 2, you'll race through 13 sprawling environments while completing mission goals and slamming through fences, cars, and other obstacles.

A whimsical vehicle roster—including rubber-burning dragsters, rogue fire engines, and one speedy panda bear—adds a surreal quality to the vehicular mayhem. Luckily, the responsive controls are up to the challenge, though the sports car handling is much too sensitive. As an added bonus, the obsessively detailed Garage mode enables players to customize vehicle settings, from the brakes to the cup-holder configuration.

Graphically, Runabout 2's low-res textures, flaky frame rate, and glaring pop-up make for rough driving conditions, yet the intricate environments burst with eye-catching details. You'll jam to the pulse-pounding chase tunes, but the repetitive voice-overs and uninspired crash effects are headache-inducing. Though it's nearly stalled by graphical and audio shortcomings, Runabout 2's frenetic gameplay picks up the slack—give it a Run. 6

PROTIP: Hate that distract[illegible] pull up the Options menu and [illegible]

PROTIP: Th[illegible] vehicles [illegible] truck will [illegible] with ease.

COUNTDOWN VAMPIRES

BY VICIOUS SID

- Published by Bandai
- $39.99
- 1 player
- Available May
- ESRB: Rating Pending
- Survival/horror

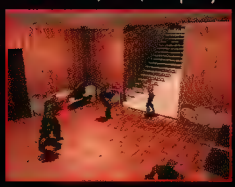
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.5	3.5	2.5

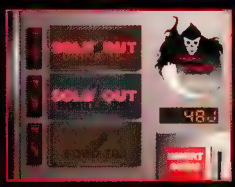
COUNTDOWN VAMPIRES ADDS some new bloodsucking foes to the familiar survival/horror formula, but most gamers won't enjoy sinking their teeth into this dusty Resident Evil rip-off. Garlic, anyone?

You'll play as Keith Snyder, a celebrity bodyguard for the Desert Moon Hotel's wild New Year's Eve party. When a nasty black ooze transforms the crowd into slavering vampires, Keith must escape the hellish hotel by collecting keys and blasting bloodthirsty ghouls. While the premise is creepy, Countdown's dithered environments are bland and unthreatening—ooh, the dancers' dressing room! The spiderlike vamps boast cool scuttling animations, but awkward camera views make them too difficult to spot. Countdown doesn't impress on the audio front, either, with phony voice-acting and a maddeningly repetitive soundtrack.

Although Countdown lacks advanced dodging and strafing moves, the comfortable Resident Evil–style controls are spot-on; the awkward enemy-targeting interface needs work, though. Raving survival/horror addicts may play Countdown Vampires from dusk till dawn, but everyone else should decline an interview with these vampires. 6

▶ PROTIP: The devastating shotgun is your best friend. It'll obliterate multiple vampires with every blast and even bury those pesky Scrapers in seconds.





PROTIP: Vending machines offer maps, drinks, and food—for a price. If you're feeling lucky, you can also wager your hard-earned cash at slot machines and roulette tables.

BY DAN ELEKTRO

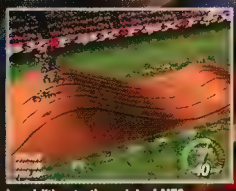
- Published by Nintendo
- $49.99
- Available May
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

EXCITEBIKE 64

PROTIP: Doing stunts during a regular race is risky, and there's no real payoff for being a showoff. Save the fancy stuff for the stunt stadium

OLD NINTENDO GAMES never die—they just get upgraded to 64-bit standards. The latest N64 overhaul of an NES classic is Excitebike 64, a thoroughly modern motocross game that has enough nostalgic nods to keep old-school fans happy.



In addition to the original NES game, Excitebike 64 contains a special 3D version of the classic 8-bit track.

Track Stars

To unlock all that Excitebike 64 has to offer, racers must conquer 20 indoor and outdoor tracks using three bike classes of increasing power. All bikes use the traditional temperature gauge to keep the turbo power in check—too much juice too fast and your ride overheats.

As each tournament is completed, more elements become available, including a wild multiplayer soccer game, a freestyle desert course, and a treacherous uphill climbing track—as well as the full NES Excitebike and a 3D version of an original Excitebike track. Fans of the old game will be thrilled to hear that the track creator returns as well, this time in 3D.

Nuts & Bolts

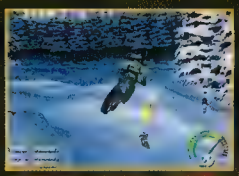
The smoothly textured, well-animated Excitebike 64 has come a long way from the game that inspired it—after all, the original NES cart had a polygon count of zero—but it's a tad shy of stunning. While the game supports the Expansion Pak's RAM boost, there is still a sacrifice in frame rate for the game's improved textures and letterboxed screen.

The controls are noticeably squirrely at first—it's very easy to oversteer into a wall—but the time you invest in learning the controls pays off when it comes to unseating fellow riders with a perfectly timed powerslide. The engine sounds are passable, but there's no excuse for the lackluster soundtrack and the clipped, connect-the-phrases announcing; they sound like leftovers from the 16-bit era.

Down & Dirty

While you can't help but feel that Excitebike 64 is a few tweaks short of greatness, it's still a quality, enjoyable ride. The stunt stadium, desert course, track editor, alternate paths through the outdoor tracks, and hilarious soccer mode give Excitebike 64 plenty of replay value—enough to make up for its shortcomings. G

PROTIP: Taking out your opponent's front wheel with your back tire not only gets them out of your way, but also cools your engine.



PROTIP: The turbo boost won't do anything for you unless the rubber is on the road—don't waste it when you're airborne.

PROTIP: The key to keeping your speed up after a jump is to match the angle of your bike's tires with the terrain below.

GRAPHICS 4.0

Make your choice: hi-res graphics (with the Expansion Pak) or a speedy frame rate. Unfortunately, you can't have both—you'll either lose frames or gain jagged lines. The textures and rider animations are nice, though.

SOUND 3.5

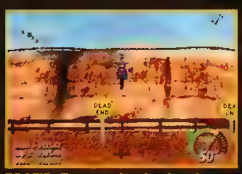
The whining engines are adequate, though they could use a bit more bass. It's the announcer's robotic, repetitious delivery that really stalls this cart. Gamers might not even notice the disposable dance/hip-hop soundtrack—an update of the NES tunes would have been better.

CONTROL 4.0

Cornering with the analog stick and shoulder button feels too twitchy to be natural. With practice, however, skilled gamers can pull off cool stunts and take out opponents, which makes the learning curve rewarding in the long run.

FUN FACTOR 4.0

If McGrath didn't turn your crank, give Nintendo's two-wheeler a test drive. Excitebike 64 isn't the end-all, be-all game for motorheads, but with the multiplayer modes and extra goodies, it has more power—and more replay value—than the competition.



PROTIP: To jump the dead end on Canyon Chasm, double-tap the turbo button at the top of the hill—and cross your fingers!

PROTIP: Kill two birds with one stone: Cut to the inside of a sharp turn and take out your opponent with your back wheel in one smooth motion.

PROTIP: The best way to take whoop-de-doos is to hit turbo on the first bump, then scoot along the rest on your back tire.

WHIRR, WHIRR,
WHIRR, WHIRR, WH
WHIRR, WHIRR
R, WHIRR, W
WHIRR, WHIR
WHIRR, WH
WHIRR, WHIRR
R, WHIRR, W

by now, you know the drill.

It's addictive. It's frenetic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin'!

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namco Sega Dreamcast. GAME BOY COLOR EVERYONE E ESRB PlayStation

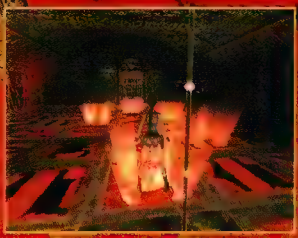
TOMB RAIDER: THE LAST REVELATION

BY JAKE THE SNAKE

- Published by Eidos
- $44.99
- 1 player
- Action/adventure
- ESRB: Teen
- Available now

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	4.0

Tomb Raider: The Last Revelation gives you a lot of Lara for your money. She looks great in her first Dreamcast title, and The Last Revelation is huge with many elaborate, action-packed levels. The gameplay is mostly more of the same, however, including the constant frustration from tricky ledges with the same frustrating controls.

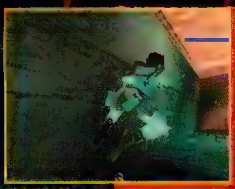


PROTIP: To open this door, jump from one flashing spot to the next—and don't miss any.

PROTIP: Anytime Lara automatically looks at something, such as this ledge, you can bet it's important.

YOU'RE LOOKIN' FINE

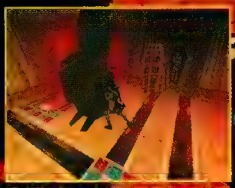
Until now, console gamers had to settle for a rough-looking, even frumpy Lara Croft. Now she looks like a 21st Century fox—hardly a blemish—as she performs all the acrobatic moves you've come to expect. The Raider scenery also received a facelift that makes it look like a set for an Indiana Jones movie; the texture detail is amazing. The level and puzzle designs have also come a long way in this fourth Tomb Raider title; there's nary a box to be pushed. Instead, you'll need to use artifacts or study your surroundings for clues in order to progress.



PROTIP: Always scour the depths of any water for handy items.

NEW MAKEUP, SAME PERSONALITY

Though the emphasis is on exploring and puzzle solving, the ret still plenty of tricky ledge hanging and the controls are still touchy. A tiny, accidental thumb twitch will send Lara on a breakneck, ill-executed backflip to her death. Plus it seems to take forever to simply turn around. And though Last Revelation has some cool new weapons and lots of old favorites (Uzis, grenade launchers, crossbows, etc.), the game's action seems scripted because your aim is automatic. While the sound effects and voice acting are good, Last Revelation contains very little audible action (except Lara grunting as she jumps), and there's no sweeping soundtrack to accompany Croft's heroics.



PROTIP: Push this statue from one tile-rimmed square to the other to open a door inside the coffin.

If you've had your fill of Tomb Raider, Last Revelation offers nothing new. If you've already played it on the PlayStation, it's worth at least a rental to see the 128-bit facelift. If you still have some lingering feelings for Lara, however—don't walk—to your nearest game store for all the Tomb Raider you need.

TECH ROMANCER

BY JAKE THE SNAKE

- Published by Capcom
- $29.99
- 2 players
- Available now
- ESRB: Teen
- Fighting

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	3.5

As the name may not imply, Tech Romancer is a 3D fighting game with giant mechs, something like Street Fighter meets Mechwarrior. You can fight as any of nine mechs in one- or two-player Versus mode, or in Story mode—and each mech has its own story path. The mechs are cleanly and colorfully drawn, and move fluidly as they perform unique moves or create long craters where they hit the ground. The 3D arenas—cities with buildings you can smash, oil refineries, lava fields, and more—also look sharp, but are a little barren. And the sound is mostly your average fighting game boops, greans, and thumps. The fighting is as fast and furious as it comes, yet the controls are a little awkward compared to those of other Capcom fighters. Romancer will appeal to serious fighting game fans who like the idea of an anime-style mech basher, but casual button-mashers and mech game fans may want to pass or rent first.

PROTIP: Rather than relying on big, difficult special moves, go for a swift, shining [illegible] to score early and often.

PROTIP: Step on buildings to find hidden power-ups.

WARNING! This game contains graphic content not permitted in any other football video game.

- 6 on 6 ARCADE-STYLE ACTION WITH NO PENALTIES!
- INCLUDES ALL 17 TEAMS & ARENAS FOR AUTHENTIC HOME GAMES
- POWER UP MODE GETS YOUR TEAM "CHARGED-UP"
- 50-YARD FIELD SURROUNDED BY WALLS MEANS THERE'S NOWHERE TO HIDE!
- 4 PLAYER SUPPORT FOR WALL-SLAMMING TEAM ACTION!

ENDORSED by last year's football MVP KURT WARNER

KURT WARNER'S ARENA FOOTBALL UNLEASHED

MIDWAY
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T TEEN Mild Animated Violence

PlayStation

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Sega Dreamcast™

SEGA®

REAL IT HURTS.

TONY HAWK'S PRO SKATER

Skate as the legendary Tony Hawk, or as one of nine other top pros. Work your way up the ranks by landing suicidal tricks in brutal competitions to become the best skater on the circuit. Pull off hundreds of motion-captured moves and combo's on the fly with super-smooth controls. Nail insane airs, grabs, slides, grinds, kick-flips and landing tricks.

- Realistic physics models and high rez graphics at a steady 30 frames per second.
- 1500+ polygon character models with every real detail down to the orange strips on Tony's sneakers.
- 9 real world courses including skateparks, metropolitan city and shopping mall.
- Multiple play modes including 2-player Points Attack mode, Graffiti and HORSE, and 1-player Career mode.
- Amazing effects including real-time skid tracks, water reflections and dynamic lighting.

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RATING PENDING
RP
CONTENT RATED BY ESRB

GAME BOY COLOR PROREVIEWS

BY DAN ELEKTRO

- Published by Nintendo
- $29.99
- Available now
- Strategy card game
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	5.0

YOUR CARD COLLECTION is obsolete! Pokémon Trading Card Game packs all the fever of the popular Wizards of the Coast strategy game into one tiny Game Boy cartridge, and the result is phenomenal fun.

Card Sharks

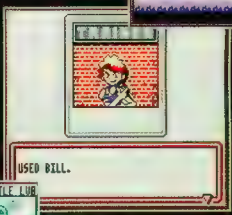
As in previous Pokémon games, you're an eager young wannabe on a quest—this time for the Legendary Pokémon Cards used by the Grand Masters. Dr. Mason helps you learn the ropes and gives you your first deck of cards, filled with powerful creatures, essential energy, and special trainer effects. From there, you'll challenge players from eight different card clubs to deck duels, earning new cards and expanding your arsenal with each victory. If you're new to the intricate strategies of the card game, don't worry—a detailed instruction manual and step-by-step tutorials explain everything for rookies.

While squeezing the game's complex rule system and massive replay value into a Game Boy cart is impressive, Nintendo offers faithful fans much more than just crisp, organized graphics and an easy-to-follow menu system. Head-to-head Link Cable matches, card trading, printable card lists, and deck swapping are topped by "Card Pop": Using the Game Box Color's infrared port, any two gamers can generate a pair of random, unique cards. Plus, every box includes an exclusive holographic Meowth card. That almost makes up for the repetitive, insanity-inducing music.

What a Deal!

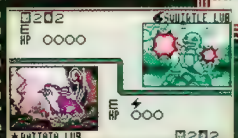
Which would you rather have—a whole bunch of expensive, fragile, paper cards that can be lost, stolen, or eaten by the family dog, or one compact electronic cartridge with over 200 cards (including some exclusive and unique ones) that keeps track of everything for you! It's no contest—card-carrying Pokémaniacs will be thrilled with the excellent and addictive Game Boy version of the Trading Card Game. It's a must-own.

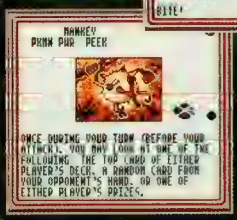
▶ PROTIP: Expert players should adjust the text speed and animation options in the Config menu for a much faster game.



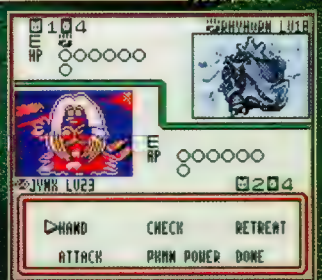
◀ PROTIP: Use the Bill Trainer card as soon as you get it and before you play your basic energy card. You never know what you'll pick up!

▶ PROTIP: The colorless Rattata and Meowth have no retreat cost in their basic forms. Keep a few in your deck for quick-change emergencies.





◀ PROTIP: All the action doesn't have to occur in the arena's center. Creatures with Pokémon Power can use their special abilities from the bench, even with no energy attached.



PROTIP: Consider playing a high-HP creature like Likitung, Jynx, or Zapdos without any energy as your first creature. They'll act as a sacrificial shield while you build up the Pokémon on your bench.

NEOGEO POCKET PROREVIEWS

BY FOUR-EYED DRAGON

- Published by SNK
- $39.99
- Available now
- Action
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	5.0

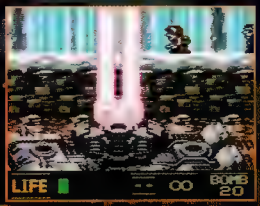
THE WORLD NEEDS your sharpshooting services once again in Metal Slug 2nd Mission, an all-out, gung-ho platformer for the Pocket Color.

As in the first Metal Slug, your objective is simple: save POWs and blow up everything using an arsenal that includes machine guns, rockets, grenades, and even a knife. Metal Slug 2nd Mission adds an alternate commando to fight with, plus more vehicles to drive—including a submarine, an airplane, and a jetpack.

Tight control and sharp visuals highlight 2nd Mission. Huge, fiery explosions, detailed characters, and colossal bosses fill every corner of the screen. Even better, the 30-plus stages are diverse—from underwater fights to air-to-air combat, the action stays intense to the very end. The audio is just as decorated: Pumped-up music resonates in the background while voices from HQ speak with clarity.

Clearly, the Pocket Color is gaining ground with solid hits like Metal Slug 2nd Mission. The game is great for action lovers who have an itchy finger for heavy weaponry and nonstop fun.

PROTIP: Look everywhere for POWs. You'll find them in every corner of each stage.

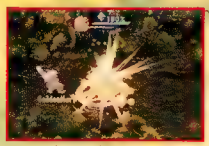


PROTIP: Use your grenades for this big, bad machine and use your gun on the troops coming from both sides.

LEGEND OF MANA™

Unlock the secrets within this long-lost place and time

Recreate the world of Fa'Diel with powerful artifacts



Explore and battle in this immense, unique land

Experience a story of incredible depth and flexibility

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Published by Square Electronic Arts L.L.C.

PlayStation®

BY UNCLE DUST

- Published by 989 Sports
- $39.99
- Available now
- Baseball
- 2 Players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.5

MLB Races for the Pennant With Solid 2001 Lineup

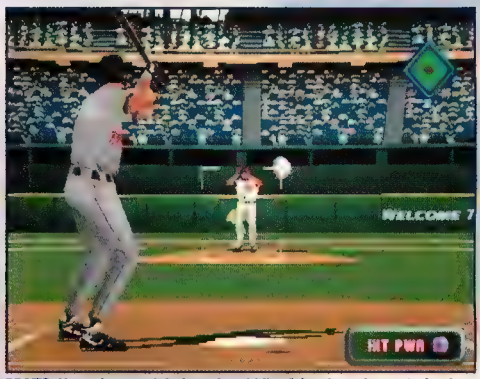
PLATFORM
PlayStation

SPORT
Baseball

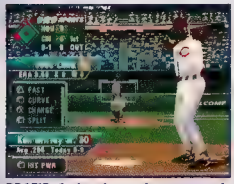
MLB 2001, 989's latest baseball game, is sliding into stores right before opening day. This suicide squeeze pays off—MLB 2001 is a sharp, enjoyable baseball game.

Take Me Out to the Ballgame

While EA Sports' Triple Play 2001 emphasized arcade action, and 3DO's High Heat still performs best on the PC, there's still an opening for a console game aimed at baseball purists. And 989 Sports' entry steps to the plate with better graphics than last year's model, swinging with solid A.I. as well as controls that are unique and plenty deep.



PROTIP: Never throw a pitch down the middle of the plate; always aim for the corners, Greg Maddux-style.



PROTIP: At the plate, unless you need to hit the ball on the ground, always power hit (by pressing □). You'll get better contact.

In addition to the standard play modes, MLB2001 offers a Franchise mode where you start with bunch of second-stringers and minor leaguers, then earn points to upgrade your players as you battle for a playoff spot. It's a unique concept that should satisfy fantasy league enthusiasts, but may not be for everyone.

Break Into the Big Leagues

MLB's control scheme keeps the gameplay balanced and fun. Its unique button setup relies more on the shoulder buttons than most, but it has a natural feel. Pitchers have command over the strike zone, but not enough to be unrealistic. Defensively, you'll cover ground like a big leaguer if you're quick with the controls. Cursor batting allows you to guess pitches and location, rewarding you with better contact—but it takes serious concentration to do it without messing up your timing.

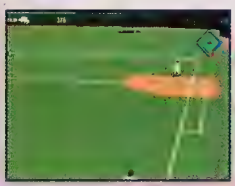
The soothing voice of Vin Scully calling the play-by-play is fantastic, but Dave Campbell's color commentary is repetitive and annoying. The sounds of the stadium and in-game effects put you right in the ballpark.

MLB's visuals are much sharper than those of years past, but the game is still a little rough around the edges. Players are animated well, but you can't recognize them by looks alone. And while the stadiums are on par with the ones in other PlayStation titles, they're nothing spectacular.

PROTIP: If it's late in the game and you're behind in the count, it's better to walk a power hitter than to give him a ball he'll put into the seats.

PROTIP: Throw a split-finger fastball high, and it'll break down over the plate for a strike.

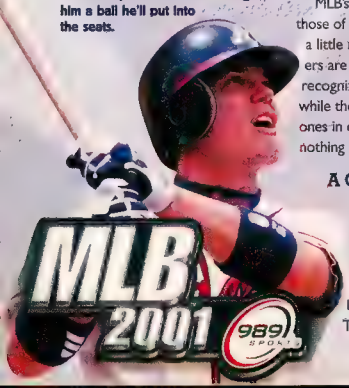
PROTIP: When a ball is hit to the outfield, throw to the cutoff man (press R1) to keep the runner from taking an extra base.



PROTIP: To get a good jump on a fly ball, immediately press the directional pad toward the ball along with ○.

A Contender to the End

While it may not have the flashiest graphics, MLB 2001 delivers topnotch sound, solid controls, and a better-balanced and more realistic baseball simulation than either Triple Play or High Heat.



GRAPHICS 4.0

The graphics look better than in past MLBs, but are not as sweet as Triple Play's. The players move well, but don't have distinctive appearances or trademark stances.

SOUND 4.5

Vin Scully provides terrific play-by-play, and the effects are right on. Only Dave Campbell's repetitive color commentary lowers this score.

CONTROL 4.5

MLB 2001's unique control scheme separates it from its rivals. Defense, pitching, and hitting are balanced well, giving you the necessary depth without overwhelming you.

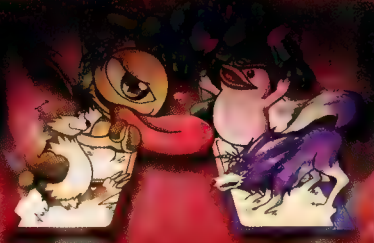
FUN FACTOR 4.5

MLB 2001 is better game for baseball diehards than this year's arcade-heavy Triple Play. What MLB 2001 lacks in graphical flair it makes up for in solid gameplay.

did someone mention MONSTERS?

...lately?
...Rancher
...your tears.
...worlds with
...disks, and
...unleash the
...of the cards
...the test as
...opponent.
...some time
...ers
...ster.

Monster Rancher Battle Card



EVERYONE
E
Animated Violence
ESRB

GAME BOY COLOR

PlayStation

TECMO
www.tecmoinc.

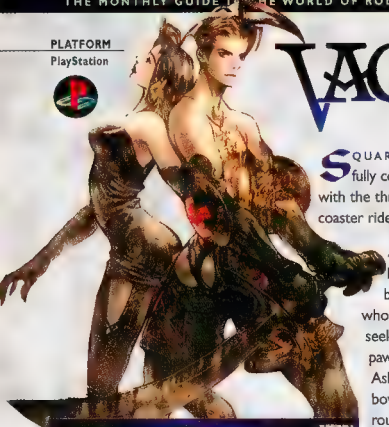
BY E. COLI

- Published by Square EA
- $39.99
- Available May
- Action/RPG
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

PLATFORM
PlayStation

VAGRANT STORY



SQUARE HAS MANAGED the impossible. It has successfully combined the great RPG elements of Final Fantasy VIII with the thrilling action of Parasite Eve in this medieval roller-coaster ride of a game.

A HERO FOR ALL SEASONS

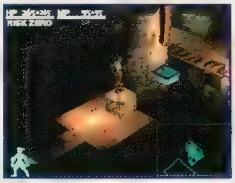
In Vagrant Story, you play as Ashley Riot, a Risk-breaker for the VKP (Valendia Knights of the Peace) whose memories have been altered and who must now seek out his real identity. Was he a valiant knight or just a pawn in a dark struggle for power? To answer that question, Ashley must chase his nemesis, Sydney, through the creepy bowels of the abandoned city of Lea Monde and its surrounding areas in search of the Gran Grimoire—the ultimate dark weapon.

Battles in Vagrant are heavy with action. Thankfully, Square has perfected the chain attacks that first appeared in FFVIII. Chain attacks, or combos, are gradually learned (or remembered) after a certain number of victories. They can be assigned to buttons and unleashed during battles to aid Ashley by adding extra hits or upping defense: For instance, if Heavy Shot is assigned to p, hitting that button with precise timing during a strike will result in the opportunity for a second strike, then a third, and so on. Chain attacks can also inflict poison, numbness, and silence on enemies. Defense attacks, which work the same way, can reduce damage dealt to Ashley and even deflect it back at his opponents.

There are no shops in VS, so all items—including potions and weapons—can be acquired only by defeating adversaries or by finding chests. All this fighting, however, will not increase your HP or MP. Your status points will go up only after you defeat the many bosses. You'll have to make full use of your inventory to survive, which adds an element of strategy to the game.

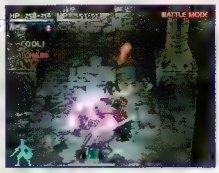
PROTIP: To defeat the Sanctum's boss, get the Bosom Cleaver. Go through the opening in the wall of the Priests' Confinement room. There's also a Heal Panel on the table in the middle of the room.

PROTIP: The Snowfly Forest can be frustrating. First, obtain the Bronze Key by defeating the dragon in Return to the Land, south of Fluttering Hope. Then go to Hewn from Nature to catch up with Sydney, and leave the forest.



PROTIP: In the Abandoned Mines B1's Clash of Hyaenas room, destroy one of the crates and jump off the other to reach the moving platform.

▶ PROTIP: One of the best chain abilities is Instill. It inflicts an additional damage equal to 10 percent of your foe's HP.



◀ PROTIP: Change weapons mid-battle if the one you've equipped isn't working.

FLAGRANT GLORY

Vagrant Story is a well-rounded game that delivers the goods in every respect. The beautifully lit 3D world evokes a sense of foreboding, and its detailed inhabitants are sure to give you a visual surprise. While it lacks voice-overs, VS has incidental music that lends a sense of urgency to the story, and the sound effects during battles are awesome. Controls, however, are where VS really shines. You can access any of the dozens of menus quickly and easily.

LET THERE BE MORE

From the opening cinema to the dramatic and twisty conclusion, Vagrant Story hits all the right notes. RPG fans are in for the adventure of a lifetime with this medieval romp. Hopefully, this is only the first installment of a fine saga.

GRAPHICS 5.0

Vagrant Story's 3D world and its inhabitants look great in a creepy way. When indoors, you have the feeling that structures could crumble; when you fight bosses, there's always a short intro scene that sets the mood for the battle.

SOUND 5.0

Moody incidental music, great sound effects during combat, haunting footsteps, and the far-off cries of monsters make Vagrant Story come alive.

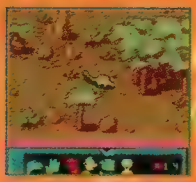
CONTROL 5.0

The controls themselves are almost a character in the story, and they play a huge part in the outcome of the game. Vagrant Story delivers easy access to the many menus, which is crucial for survival.

FUN FACTOR 5.0

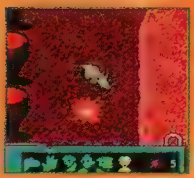
Vagrant Story is large, intense, and looks and sounds great. This game is a classic RPG in every sense, will hook you from the start—and will never let go.

SURVIVE IT ON GAME BOY COLOR



SIX PLAYABLE CHARACTERS

PLAY AS ALADAR, ZINI, PLIO, SURA, EEMA THE STYRACOSAUR OR URL THE ANKYLOSAUR.



THRILLING ACTION

JUMP, SWING, RUN, CLIMB, PULVERIZE ROCKS - USE URL'S SPINNING ATTACK TO WIPE OUT THOSE VICIOUS VELICORAPTORS.

27 UNTAMED LEVELS

SURVIVE RAGING LAVA FILLED RIVERS, PERILOUS MOUNTAIN CLIFFS, BARREN DESERTS, AND INTENSE BATTLES AGAINST GIGANTIC CARNOTAURS.

Disney's DINOSAUR

Ubi Soft

Disney INTERACTIVE

GAME BOY COLOR

E EVERYONE

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PLATFORM
PlayStation

BY E. COLI

- Published by Square EA
- $39.99
- 2 players
- Available May
- ESRB: Teen
- RPG

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0

聖剣伝説 LEGEND OF MANA

SQUARE TAKES A walk on the enchanted side with this delightful fairy tale of a game. In a world that's as big as their imaginations, players must rebuild a shattered land and bring peace back to its inhabitants.

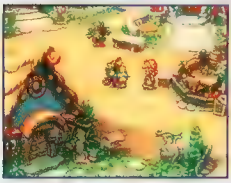
Tell Me a Fable

The world of Fa'Diel has been uprooted by mysterious forces and scattered in many pieces. Disguised as artifacts—colored blocks, spinning wheels, lamps, etc.—these pieces must be found one by one until the world is whole again.

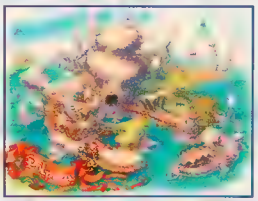
After choosing the gender of your hero (which doesn't affect the story line) and your weapon (axe, sword, or spear), you'll start off on a world map that's bare except for your hero's home. You must explore the surrounding land to find the artifacts that, once placed on the map, magically become new locations; each location holds one or more quests that, once completed, will yield more artifacts, which, in turn, yield even more quests, and so on. With over 60 artifacts to seek out, Legend of Mana will run you ragged as you try to reveal its secrets.

Along the way, you'll meet 10 quirky characters who can be recruited to form parties of two for each quest. Battles occur in real time and can be quite intense. Thankfully, plenty of special attacks, magic spells, and mysterious items are at your disposal—you'll just have to figure out the right time to use them.

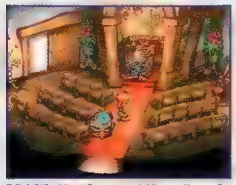
PROTIP: Take advantage of the synchronization that occurs when the members of your party are standing close to each other in battle. Both your attack and defense power will go up.



PROTIP: When you hook up with Nikcolo, he'll tell you he needs to visit Teapo before setting off. Take him to Teapo's to receive the Wheel artifact.

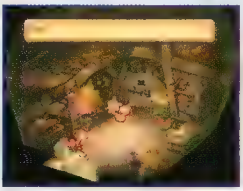


◀ PROTIP: Every location has several places to visit; plus, it's worth visiting them more than once with different companions. Dialogue varies depending on who you're with.



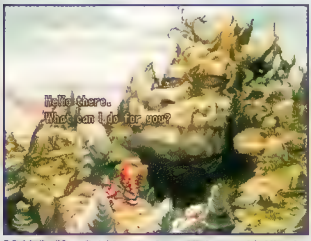
PROTIP: Visit Reverend Nouvelle at St. Domina's Church to gather information on characters you meet.

▶ PROTIP: Feed your pets. Graze your pets. Pet your pets. They can become strong and are the perfect companions for some of your quests.



Watercolor My World

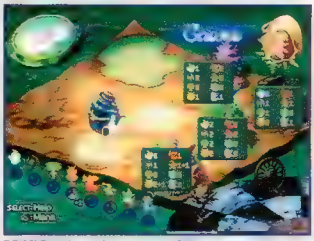
From the gorgeous backgrounds to the engaging soundtrack, Legend of Mana is enchanting. Visually, the game is pure eye candy: Its animated, watercolored world pulsates with life, and each location has a look of its own. Although there are no voice-overs, the varied score never gets dull, and the sound effects during battles can be awesome. The control buttons can be configured at any time, making it a snap to weave in and out of the many menus, and it's easy to access spells during battles.



PROTIP: After finishing the Luon Highway with Nikcolo, return with Bud, so he can start learning about the Seven Wisdoms.

Just the Arti-Facts, Ma'am

You shouldn't let the cuteness of this game fool you. While some of Legend of Mana's quests are a snap, some are actually very difficult. Its nonlinear story line may seem confusing at first, but it's quite easy to become hooked as you take on this enormous, enjoyable challenge.



PROTIP: When placing an artifact on the map, take into consideration how it affects the surrounding locations. Strengthening your home will also strengthen your character.

GRAPHICS 4.5

With its storybook visuals, Legend of Mana stands apart from other RPGs. Characters move through watercolored backgrounds that pulsate with life. A lot of work was put into character and location design—and it shows.

SOUND 4.5

Although it has no voice-overs, Legend of Mana features an impressive score that gives each location its own feel. Sound effects during battles are especially majestic, especially when you cast spells or use special attacks.

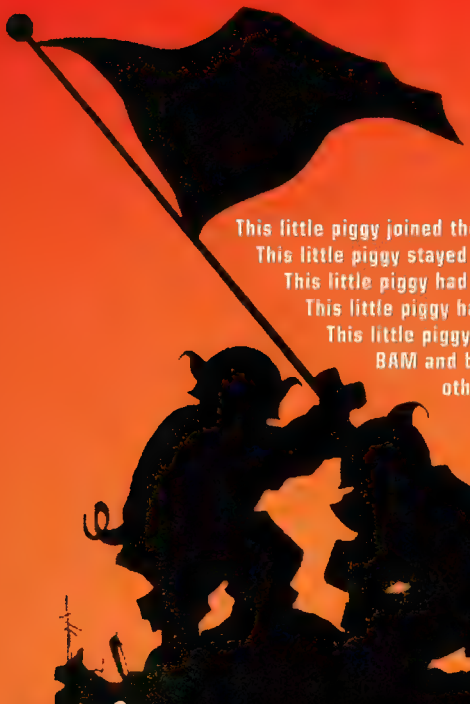
CONTROL 4.0

As in most Square EA RPGs, Legend of Mana's inventory of items, spells, and attacks is huge. Players will have to invest time in configuring the buttons, though. Once that's accomplished, navigation should be a breeze.

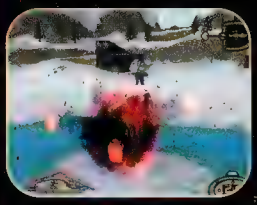
FUN FACTOR 4.0

It may look cute and cuddly, but this challenging game is chock-full of stories and puzzles. Mana plays as a series of interwoven fables that slowly tell the bigger story. How it all ends is ultimately up to you.

HOGS OF WAR™



This little piggy joined the army
This little piggy stayed home
This little piggy had grenades
This little piggy had none
This little piggy went BAM BAM
BAM and blasted all of the
other pigs into bacon!



www.hogsofwar-thegame.com

INFOGRAMES

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PlayStation

RATING PENDING
RP
CONTENT RATED BY ESRB

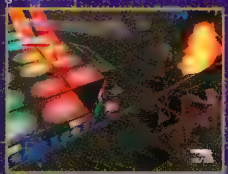
syphon filter 2 — Part 2

989's killer espionage action game is burning up the PlayStation, and this second part of our ProStrategy Guide will help you handle the heat. Last issue, we walked you through the game's first 10 levels to the battle with Morgan; now, we'll help you polish off the remaining 11 levels.

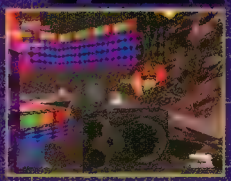
By Air Hendrix

Moscow Club 32

As soon as the level opens, you're under heavy fire. Immediately crouch and target-lock the enemy running across the catwalk. Shoot until he goes down.



Quickly stand and go sniper. Look down over the railing as three men barge into the disco. Pick off as many as you can until your Danger meter fills up, then run to the left and use target lock to pick off any survivors. Run across the catwalk, jump off the edge, drop down, and quickly take cover.



Three more men have entered the room. Go sniper and lean out around the corner to pick them off, then exit the disco.

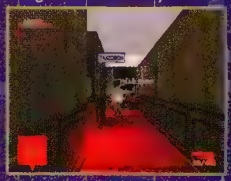
As you leave, turn left and immediately stop. Be ready to snipe as soon as "Checkpoint" flashes on the screen as an enemy is about to pop out from around the corner ahead.

Proceed around the corner, but stop at the top of the stairs to snipe the two men who run up to the bottom of the stairs.

Head down the stairs, but don't show yourself around the next corner. Lean out and snipe the enemy lurking there...

Run around the next corner after Gregorov, but when you reach the next corner—the one where the red-orange carpet begins—stop. You'll see a man crouched in the corridor ahead, and if you can take him out, great. Usually, though, he rolls back into a nook, making the corridor appear safe...it's not.

Creep down the hall, preparing yourself for a second enemy who jumps out from the corner at the end of the hall. He lines up a head shot on you right away, so retreat quickly while rolling to avoid an untimely demise.



Now that you've "woken" the second guy, you can lean out and snipe him at your leisure. Then creep forward and lean around the nook's corner to get the first guy.

Get out your shotgun and run around the next corner. Stop behind the wood paneling and quickly pop the guy closest to you—he's packing grenades, which can be lethal. Then take cover and snipe the other enemy—a head shot is required because he's wearing armor.

Move ahead to the next checkpoint at the bottom of the stairs. Pause at the corner and lean out to snipe the enemy behind the bar.

Move up to the next corner and deal with the two enemies in flak jackets lurking ahead. Then run forward, dive behind the bar, and crouch.

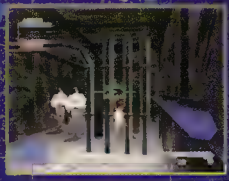
You'll be attacked from the stairs you were just on, but you can usually dispose of this irritant without even standing up. Grab the shotgun ammo from the crate behind the bar and head down the next set of stairs.

Pause at the corner in front of the vending machine and lean out to eliminate another enemy—he may be hiding in a nook. When all is clear, jump up to the ventilation shaft to the left of the vending machine and crawl forward through the shaft.

You'll see two guys waiting for you at the end of the shaft, so stop unnoticed at the edge. Take out one with a head shot, then immediately jump down to avoid the grenade that the other one lobs into the shaft. Eliminate the grenade-thrower and run forward to the cut-scene.

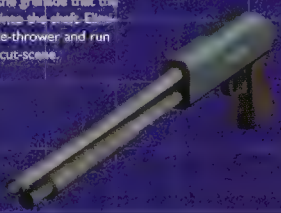
After the cut-scene, wait for the tear gas to clear—don't fire on the cops or it's game over. There is a cash register and a counter dead ahead beyond the gas. When it's safe, run behind the counter and kill the guy waiting there.

If you're facing the cash register while behind the counter, there's a switch on your left. Pull it and exit the room through the secret door that opens to the left of the register.



Lean around the next corner and take out one of the three guys talking there. The other two will run forward into the furnace room—pursue and eliminate them.

As you move down the corridor out of the furnace room, two men will spring out to attack. Retreat, kill them, and snipe until all is clear.



Move forward and handle the next two attackers at the top of the stairs with the green lighting.

As you head down these stairs, a man in a flak jacket will attack you with grenades. Pause at the bottom of the stairs until you hear the first clink of the bouncing grenade, then dash around the corner. Snipe for a head shot because he's armored; if you miss, you'll have to retreat from another grenade. Afterward, collect the grenades from the crate in the dead-end passage and move forward around the next corner, where you'll need to deal with two more men.

After the checkpoint, get out your BIZ-2 and go through the double doors to the room with the flashing strobe light. Two men will drop down from the balcony, while a third in a flak jacket will hurl a few lobbing grenades.

Take cover beneath the balcony and charge around, gunning down the two men who dropped down. Meanwhile, the grenade-thrower will eventually stop running and camp to the left of the doorway.

Get out your grenades and crouch at the right of the doorway. As soon as he stops in the corner, chuck a grenade at him, then immediately move out of range of the grenades he's throwing at you.

After the third one is dead, climb to the balcony by first scaling one of the tall speakers.

From there, enter the red-lit DJ station, but be prepared for an attack from the other end of the hall to your left as you enter.

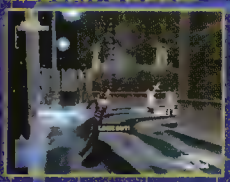
As you run down the stairs, you'll hear gunfire ahead—the cops are attacking Gregorov's men. Wait calmly out of the line of fire, and the cops will prevail.

Because the cops have the corridor to the left pinned down, head to the right into the bathroom.

An enemy is lurking behind the last stall, so eliminate him.

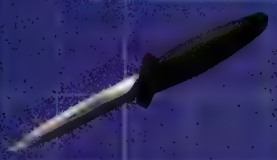
After Gabe's radio message, shoot out the window above the lockers, then climb the lockers and exit through the window to the end of the level.

Moscow Streets

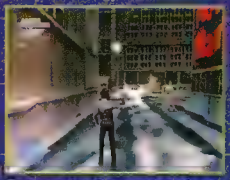


As the level opens, quickly run around the corner to your right and stop behind the two cops who are shooting up as a grenade thrower on the roof.

Snipe for a head shot—fast—before he nails you with a grenade. Then handle the other two who attack on the streets. Afterward, if you need some more armor, return to the police car at the start of the level and stand in front of its passenger-side door to grab a flak jacket.



Move forward after Gregorov, hugging the wall on the left. Two men will attack, but if you pause behind the arch, you can safely snipe.



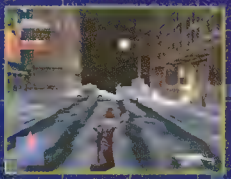
Continue after Gregorov, but after he says, "Damn you!" and runs to the left, you'll be attacked from the right. Take that guy down and turn the corner to the left.

Up ahead on the left, you'll see a parked red car. Above it are two snipers, so pause without showing yourself to them (as pictured above).

Throw a grenade (as pictured above), and you'll eliminate the two snipers before they ever see you. They'll fall onto the red car, so circle around it and collect their night-vision rifles. Move ahead to the bar with the blue neon cocktail glass.

After the cops block the road, turn around and run straight ahead until you reach the police car with two cops firing into the club. Sneak up on the cops and taser them.

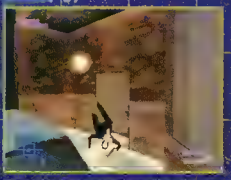
Retrieve the tear-gas launcher from the police car. You'll use it to eliminate the police roadblock safely back at the bar.



Walk slowly back to the bar, and two men will come running toward you, immediately stop, and a running police car will mow them down.

Sneak forward and take out the two cops at the roadblock with the tear-gas launcher.

Continue after Gregorov, but as soon as you spot him, take cover behind the pillar jutting out from the wall on the left and nail you with a head shot.

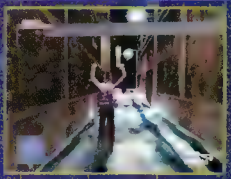


Once he flees, continue the chase into the alley. A brief cut-scene will show you that a car is about to hit you from behind; dash forward and roll into the mark on the right.

Then climb the burning car to the rooftop and head to the left.

Continue along the rooftops, jumping across the first gap you reach. When you jump the second gap, you'll take fire from below, but don't return it—it's coming from the cops.

As you climb up from the jump, though, be ready to snipe an enemy across the next gap ahead. Then slide down the roof and drop into the alley below.



Run ahead along the alley, but stop underneath the bar that stretches overhead between the walls.

Jump up and dangle from the bar to evade the oncoming cars. Drop down, turn around, and chase after the cars. Two men in flak jackets will emerge; quickly target the one on the right as he has an M-79 grenade launcher.

RHAPSODY
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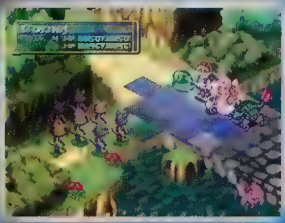

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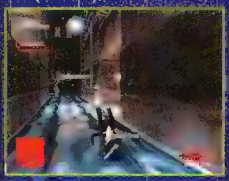
When they're both dead, approach the nearest car on the driver's side and take the PK-102 from it. Doing so unlocks a hidden multiplayer arena called Bunker. Also collect the M-79 and save its one round for the next level (we'll tell you when to use it).



As you return up the alley, Gregorov will target you with a head shot. Roll continually until you're safely behind cover in the nook to the right. Wait for Gregorov to disappear around the corner, then give chase.

Turn the corner out of the alley to the left and immediately stop in the pool of light from the streetlight. Two cops are running toward you, but ignore them. A sniper with a grenade launcher is on the roof to your left.

Crouch, get a target lock, and blow the sniper away. As you move ahead to the next two streetlights, repeat this process with two more rooftop snipers.

Then continue down the street along the left-hand curb. At the second red car, Gregorov will target you again—take cover behind the car and let him move away.

As you chase Gregorov around the corner, don't return fire—he must be captured alive. Stick to the left side of the street and take cover behind the cars. While you're safe, inch forward until Gregorov runs ahead.

As soon as a car starts to smoke (which means it's about to explode), run forward to the next one. If possible, wait until Gregorov has stopped running before breaking from cover, and remember to roll continually in unprotected spaces.

Eventually, Gregorov will disappear under the arch into the park. Follow him to the end of the level, being careful to not get hit by a car as you cross the street!

Volkov Park

As soon as the level opens, stand still and snipe the enemy on your left. Then run forward to the left side of the gate and use its corner as cover to take out the guy on the right. Avoid the cars—they tend to get blown up and take you with them.

Now it's time for more cat-and-mouse with Gregorov. Enter the gate and stick to the right side of the field. Use the trees for cover and roll like crazy between them.

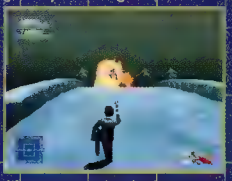
Gregorov is perched on a cement block; approach him from the right, and he'll flee to the left. Let him get a head start, then follow at a safe distance without losing him.

s you enter a narrow "corridor," ur of Gregorov's men will attack. etreat to around the corner, kneel, nd pick them off as they run out.

Three more men await you in front of the statue of some dude's head.

As you enter the next area, you'll switch to night-vision goggles. Take out your night-vision rifle and creep around, picking off Gregorov's five men. The exit is to the left of where you entered; check the map if you get lost.

Follow Gregorov through the small area where he shoots out the lights, but let him proceed alone into the next, larger area. Before showing yourself, lean out around the right corner to snipe an enemy. Sneak around and pick off four more enemies in this area. As you exit the area, get out your M-79 grenade launcher.



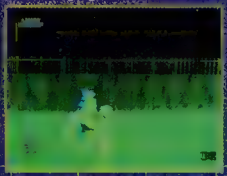
After you pass the checkpoint, a squad of Gregorov's men will yell, "Attack!" Crouch, get a target lock, and take them all out with one shot using the M-79. Cross the bridge to the level's end.

Gregorov

When the level begins, Gregorov is walking away from you. The key to taking him down without killing him is to shoot out the four lights overhead, then use the cover of darkness to sneak up on him and taser him.

Hide behind a tree and lean out to snipe the lights. You can probably get two before Gregorov catches on and comes running.

Run away from him while rolling until you find another suitable hiding spot, then continue to snipe the lights. Persist until all four lights are out and you're using night vision.



Then just sneak up behind him and taser him. Level over!

Aljir Prison Break-In

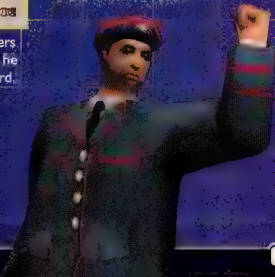
Sneak forward out of the showers and trail the male guard. When he starts talking to the female guard, turn right and sneak forward.

Turn right into the first doorway and follow the passage until you sneak up behind another male guard. After the objective is added, taser him. Beyond him, you'll see a female guard beating a prisoner and, if you look carefully, another male guard past them.

Use the crossbow to dart the other male guard, then quickly sneak forward and taser the female guard.

Run down the hall and crouch in front of the doorway on your left without revealing yourself. When a guard walks through the door, taser him and sneak through the door.

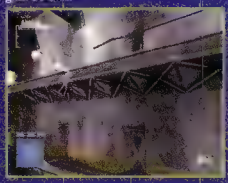
Move past three cell doors and crouch at the corner—a prisoner will plead for water. Note that there are two guards ahead—one in front of you and one on a catwalk.



When the guard closest to you walks away, sneak up to the next corner and wait for the guard on the catwalk to reappear. Dart him.

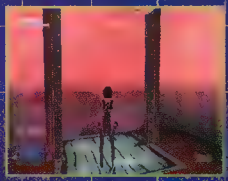
When the other guard comes out of the cell and starts walking away from you, creep out and taser him.

Sneak around the corner, but crouch and pause at the next one. Angle the camera so you can watch the four guards talk.



Wait until two of the guards walk away and the other two complain about getting the "worst jobs." Then sneak forward and dangle off the edge of the catwalk. Go hand-over-hand past the pair of guards until you can't go any further, then climb up and sneak out.

When the objective is added, calmly creep forward and stun the two guards. Return up the corridor from where you stunned the female guard and turn left into the next corridor.

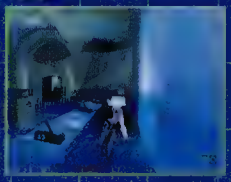


After the cut-scene, ride the elevator that the guards just stepped off of—you can't follow the guards because there are too many of them to do it silently.

Step off the elevator and creep forward. You'll see two guards coming around the corner, so retreat to the elevator and dangle from the edge of the elevator shaft until the guards leave the room.

Then sneak past the two guards while they talk and enter the corridor on the right. Sneak forward and stun the lone guard on your right, then move ahead to the checkpoint.

After the cut-scene, make sure that the red light on the camera is off, then move forward and crouch on the right side of the gate in the corner. Wait for the male guard to walk by, but don't touch him.



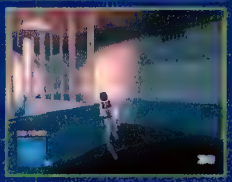
As soon as he's past you, sneak through the open gates and creep up behind the female guard. Taser her.

After the cut-scene, watch the security monitor as the guard on your right approaches the gate.

When he does, pull the switch on your right.

Quickly move forward and kneel by the gate. When he runs into the room looking for Katya, stun him. Go through the gate and crouch in front of the doorway on your left.

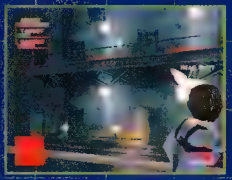
Angle the camera so that you can watch the approaching guard—when he turns his back, stun him. Time is very tight, so run forward. There's another guard around the corner ahead, but he's walking away from you, so stun him, too.



After that, just run forward toward the area where a faint red light is coming from behind some bars. The level will end as Lian kills the power in a cut-scene.

Aljir Prison Escape

When the level begins, you'll be attacked by four guards. Fortunately, there's plenty of cover, so crouch as needed and jump up to shoot when it's safe.



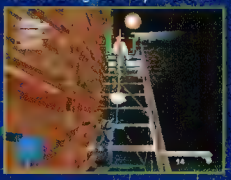
As you move forward from the corridors into the open area with the catwalks, three more guards will attack you from multiple heights. Retreat back into the corridor and inch forward until you can pick them off one by one.

As you begin to move forward again, another guard in a flak jacket will leap out from the next corner ahead. Retreat and snipe for a head shot.

This pattern continues through five more guards until you reach the red door that opens to the prison's exterior. Remember to always peek around a corner to check for enemies before exposing yourself to fire.

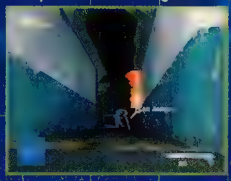
After you open the door, two snipers await you on the roof. If you try to take cover inside, they'll get you with grenades. Instead, immediately run out, go down the short ramp, and take cover by pressing against the opposite wall—the one the snipers are on top of.

Crouch to improve your aim at the snipers, keep an eye on your Target meter, and maneuver to get shots off without taking too many in return.



Get the shotgun out as you climb the metal stairs—two guards will pop out of the door ahead. Move forward to the cut-scene, after which two more guards will attack. Run ahead to the cut-scene where Gregorov is rescued.

Three guards will instantly attack you and Gregorov, who's defenseless and must be protected. After that's handled, move forward into the next room where three more guards await—yup, take cover and snipe. Around the next corner is a guard in a flak jacket and, after him, two more guards gunning down prisoners. Introduce them all to your friend, the shotgun.



If you need some armor after the checkpoint where the prisoners were killed, don't go through the red door. Run in the direction in which the prisoners were fleeing, and you'll find a crate with a flak jacket.

On the other side of the red door are some "invincible" snipers. Run through it, but retreat as soon as Gregorov yells at you.

Follow Gregorov's plan to use the smoke grenade and just run—don't worry about returning fire...you'll be fine.

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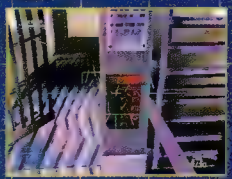
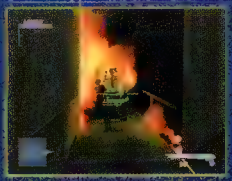


To shoot out the security gate's lock, target the keypad on the bottom (as pictured above). Then run across the bridge and go ahead to the cut-scene where the prisoners attack you.



Because you can't kill the prisoners, return across the bridge and turn right. As soon as you hear screaming, stop and get ready to go for a head shot [illegible] fire, and he'll take you with him if you don't put him down quickly.

Move past the charred remains and target the guard in a flak vest who's using a tear-gas launcher. Kill him, get the launcher, and return to Gregorov.

You'll have only one shot to get the prisoners with the tear gas, so don't miss. Since Lian is a right-handed shot, it's easier to shoot from the left side of the gap in the wall.

Ahead is a pretty tough section. It's a grid-type area with four guards in flak jackets running around—check the map to get a feel for the layout. Your best bet is to run and roll straight through the red-walled section and take cover around the corner where the walls turn blue.

Use the cover there to pick off as many guards as you can, then work your way back through and mop up with head shots. When all is clear, return and collect Gregorov.

Run ahead to the next red door. You'll have to mow down about 10 guards along the way, but with Gregorov helping, it's not hard.

On the other side of the door, you'll have to run a gauntlet of guards and spotlights. Finesse isn't required; just plow through, making sure to stick with Gregorov and protect him.

Follow Gregorov into the elevator and hit the switch to rise to the top of the wall.

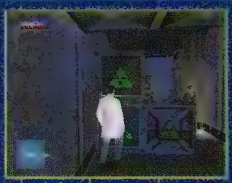
Shoot your way across the top of the wall to the level's end.

Agency Bio-Lab

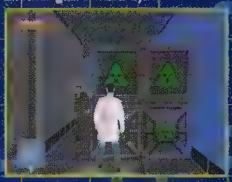
Head out of the room when the level begins and turn right. Take another right and a left. After the cut-scene, move ahead through the sliding door. Until you obtain Gabe's gas, don't move in this level without holding X to make Gabe walk slowly, or an alarm will sound.

Hug the wall on your right to escape the guards' attention.

Continue after the doctor in the white lab coat, but when you reach the next intersection, duck into the right corner and wait for the armed guard to walk past.



Turn right and then left, but pause behind the stack of crates while another guard walks by.

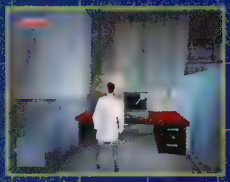


Turn left at the next [illegible] and move about halfway down the hall. Stop at the stack of crates as pictured until the guard turns and walks away.

Trail the guard carefully until he doubles back around a stack of crates, giving you a chance to walk forward unnoticed.

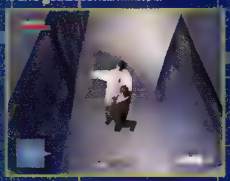
From there, turn left and then right through the doors marked "A1" until you reach the checkpoint. Wait in the doorway until a guard walks past heading to your right.

Trail him and wait out of sight while he checks out a doorway. When he moves on, go through the door.

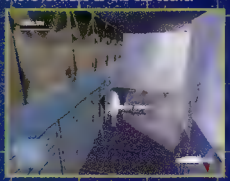


Once you're inside the room, access the security net at the computer terminal to the left of the door. Exit the room via the other door and turn left. Go left again at the next corner.

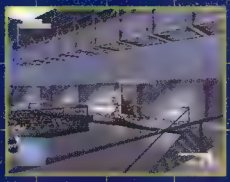
Head down to the gurney, noting the door on your right halfway down the hall. Grab the knife from the gurney and return to that door. Go through it and get decontaminated.



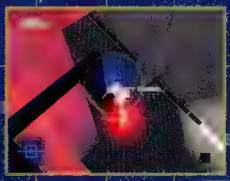
After the decontamination chamber, the way ahead is blocked by a guard. Approach him from behind and use the knife to put him down silently. Move forward to the cut-scene.



Instead of heading left to the prison area, turn right and enter the room. Kill the two scientists inside and take your gear from the locker in the corner. Also, note the elevator control at the computer terminal in this room, which you'll need in the next level. Now that you have your gear, you can check the map at any time to locate objectives.

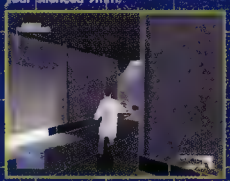


Return to the prison area and kill the two guards with a silenced weapon. After talking to Ramirez, climb back up the ramp and turn left, noting the door for which Teresa tells you you'll need the network administrator's access card to enter. Move ahead and exit the room through the only other door you haven't used.

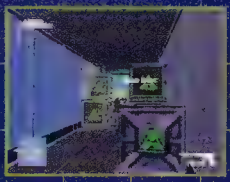


Walk slowly ahead to the corner, hugging the wall on the right. Use the camera scrambler to deactivate it.

Move forward through the door marked "A2" and stop at the window to check out the lab where the vaccine is. Then move ahead through the next door and turn right, getting out your silenced 9mm.



From the checkpoint, turn left and take down the guard walking away from you down a hall.



Continue past that hall to the next corner. Lean around it and snipe the guard walking toward you. Move forward until you see a camera with a blinking red light on your left.

Use the scrambler to kill the camera, but don't show yourself around the corner. Stay there and wait for a guard to walk by, then put him down.

Turn left around that corner and walk to the end of the hall. Shoot out the ventilation grate overhead and climb into the shaft. Move through the shaft, jump out the other side, and talk to Gershon.

As soon as Gershon opens the door, run ahead to the corner, lean out, and snipe the other scientist. Then follow Gershon into the computer room.

Install the cellular modem (as pictured above).

Be prepared to be attacked immediately after the cut-scene by five guards in flak jackets.

Worry first about taking cover—the best spot is behind the computer banks to the right of where you take control of Gabe after the cut-scene. From here, you can snipe the two guards on the catwalk above.

Then take out your K3G4, which penetrates armor, and settle things with the other three guards. Exit through the door you entered and make the first right through the door that leads to the prison area where Ramirez is being held.

Go to that door you noted on the way out and go through it. Remember, as Teresa said, you must again use only silenced weapons.

Agency Bio-Lab Escape

After the door marked "B1," you'll enter a room where two scientists run away from you. Gun them down, but keep to the left side of the room.

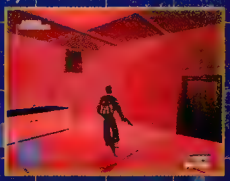
Locate the ramp and walk slowly up to avoid detection by the other scientist in the chamber. Move forward to the switch in front of the glass to gas the scientist and free Chance, which occurs in a cut-scene.

Then exit the room by the door at the top of the ramp. Beyond the door marked "A2" is a guard—a head shot from the doorway will handle him. Then go to the cut-scene with Elsa.

Immediately drop down into the opening room and kill the doctor.

Chase after Elsa. The door will be locked, however, so take Teresa's advice and go through the ventilation shaft. After the next cut-scene, shoot the scientist and pursue Elsa through the door to the level's end.

Because the shock troopers' armor makes them impervious to bullets, crouch as soon as the level opens. Go sniper and target one of the yellow vials on the counter, which will explode and take the shock trooper with it. You can find a flak jacket and silenced HK-5 in crates in this room if you need them.



Then go through the sliding door the trooper came through and exit the room via the ventilation shaft on the left—you haven't used this one yet, so you have to shoot out the grate.

It's important to run without pausing in this next section—shock troopers are everywhere, and these guys will find you and kill you in a heartbeat. Head for the room where the last level began: As you exit the shaft, head to your right. Turn left at the next two corners and go straight until you see the "A3" sign on the ceiling, then turn right into the room.

To the right of this room's door is a ventilation shaft near the ceiling. Shoot it out, then climb atop the counter and jump up and into the shaft. Crawl through the shaft and drop down into the morgue.

After the cut-scene, find the next ventilation shaft above the body bags that are circling on the rack and exit the room that way. Move through the shaft, ignoring the troopers who fire at you. Drop into the next room.

Collect the weapons cache from the locker—you now have five M-79 rounds that can be used against shock troopers, but use them only when directed.

Exit via the room's other ventilation shaft—it's above a wooden table in the corner past the lockers.

When you drop down, get out your M-79 and take out the pair of guards to your right with one shot.

Run down around the corner to the door marked "A1" and stop with your back against the closed half of the door, facing the way you just came. When a trooper appears behind you, kill him with the M-79.

Turn around and kneel in the open half of the doorway. Using the M-79, take the other trooper ahead out, then move forward and also take out the other trooper around the next corner.

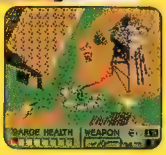
Jump into the next ventilation shaft—it's to the right of the glass windows.

After the cut-scene, just jump down toward the fan—Gabe will automatically grab ahold of the ledge. Move forward and drop down next to Ramirez's body.

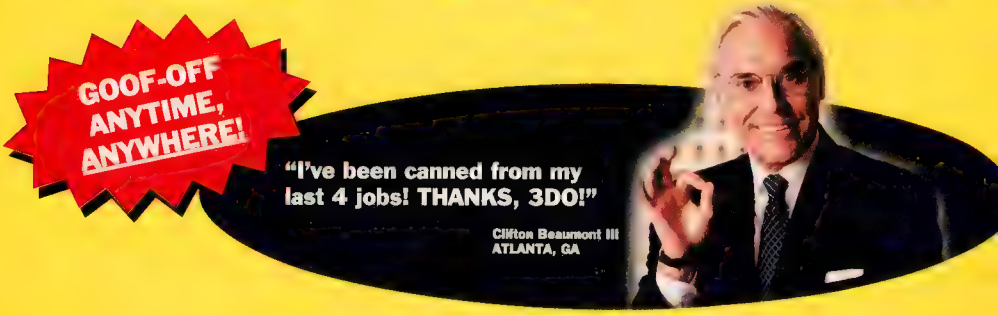
Crouch and use your last M-79 round on the guy running toward you at the top of the ramp. Then collect another clip of M-79 ammo from the crate outside the cell.

NOT AS SEEN ON TV

HERE'S 3 NEW WAYS TO SCREW AROUND AND ACCOMPLISH NOTHING!



GOOF-OFF ANYTIME, ANYWHERE!



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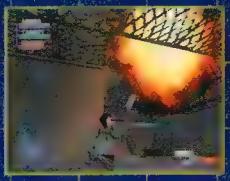
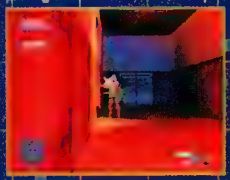


As you do, you'll have to take out two more troopers on the grate overhead. Just be careful not to kill yourself because the M-79's blast radius is wide.

Head up the ramp and turn right, pausing to take out the next trooper.



Don't show yourself around the corner ahead—lean out and snipe the trooper. Ahead are the elevator doors that lead to the exit, but first you'll need to go into the room to the left of the elevator and activate it at the computer terminal you noted in the previous level.

A trooper is guarding that terminal, so take him out with your last M-79 round. Lure him out of his cover by running up to the room's doorway, then retreating and leaning out to snipe.

Activate the elevator control at the computer terminal.

One final trooper will storm in. You're out of M-79 ammo, so roll like mad and run for the elevator doors. It helps to take cover to the right of the doorway as the trooper is running in. As soon as you touch the elevator, the level ends.

New York Slums

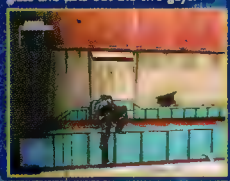
It's time to run-n-gun through the city streets. As the level opens, you'll be attacked from the left. Gun the Agency man down. There's a flak jacket in a crate down the alley behind him if you need one.

Move forward to the next corner, where you'll need to handle a rooftop sniper on the left above the red tractor trailer.

Around that corner are three more Agency men: a rooftop sniper on the left, a man hiding in a doorway on the right, and a guy in a flak jacket who comes running down the street along the left. If you have any K3G4 ammo left, that'll shred his armor.

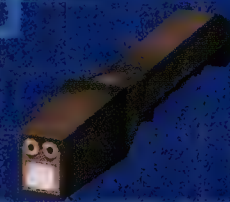
After the black vans block the street, shoot out the lock on the pawn shop and enter it.

Immediately roll to your left and take cover behind the counter. Stay out of the doorway—a rooftop sniper is chucking grenades. Blast through the glass and take out the two guys.



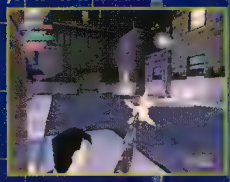
Climb the short wall and move through the back of the pawn shop—there's only one Agency man to put down along the way.

After the check point, exit the shop into the alley, where a sniper will attack to your right. Take him out with a head shot. Climb the dumpster straight across from the pawn shop's exit and jump up to the roof. Then gun down the Agency man who leaps out at you.



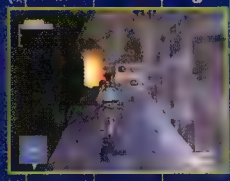
After the cut-scene, climb to the next level of the roof by first jumping atop the blue vent. On the roof you'll have to handle two more Agency men, one in a flak jacket.

Climb over the edge of the roof that faces the buildings with the lighted windows and dangle from the edge. Drop down onto the blue awning and follow the S.W.A.T. team member around the corner to the [illegible] where he and Ross are killed (there's nothing you can do to save them).



Return toward the blue awning—you'll have to deal with four more Agency men along the way, two of them on the rooftops.

Locate the basement entrance down a ramp where smoke is coming out (it's across from the blue awning).



Move through the burning basement until you find the bank of dryers, where Teresa gives you an objective.

You'll have to take out three Agency men along the way, and remember to avoid the fire—Gabe is flammable.

At the bank of dryers, grab the dirty laundry, which unlocks the secret multiplayer arena, D.C. Park.

With your back to the dryers, walk forward to the section of the floor along the left where smoke is drifting up. You'll fall through the floor to the next level below.

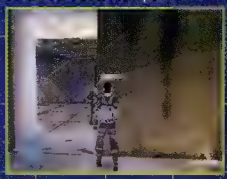
Pull the red sprinkler-system control switch in the corner to douse the flames, then deal with the two Agency men who immediately attack.

Head back up the ramps to the dryers and through the door where the sprinkler is running.

The first sniper is just through the door on your left. You don't have to kill him—just wait for the burning chunk of ceiling to fall on his head.

Move forward to the room that holds two Agency men. Put them down and climb atop the table, then through the hole in the ceiling to the floor above.

Get out your K3G4 (or be prepared for some fast head shots)—you're about to face men in flak jackets. Fry the room and crouch when one cop rolls at you. Two Agency men kill him and come barreling around the corner—kill them. Move ahead to the next room on your left and lean out to snipe the two inside. A third will attack you further down the corridor, and then the only remaining room contains the second sniper.



Don't show yourself to the sniper—lean out and snipe. Once he's dead, exit the building by jumping out the window and return toward that blue awning. Three Agency men—two on rooftops—will attack along the way.

Head down the alley across from the awning and to the left of the basement entrance. An Agency man awaits you around the corner; after disposing of him, roll through the gap in the fence to the checkpoint in the playground where Teresa adds another objective.

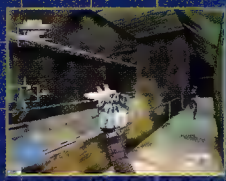
Exit the playground and stop when the cop tries to arrest you, or he'll kill you. As soon as the Agency van mows him down, though, move to your left and take cover behind the corner. Lean out and snipe the two Agency men who attack, then get the third guy on the roof.

Enter the building in the direction the van was headed and lean out around the first corner to snipe another Agency man. Then run ahead until you rendezvous with the female cop.

Provide covering fire for her by alternately shooting at the two targets ahead, then move ahead when she calls for you.

After the cut-scene, head up the stairs to clear the sniper nest. There are four Agency men up there, and it's easy hunting—just lean out around corners and snipe. When the fourth is down, some cut-scenes play and the level is over.

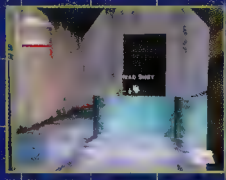
New York Sewer



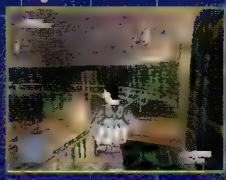
Follow Teresa closely as the level begins. Don't try to kill every Agency man who appears; just clear the path ahead and keep both of you safe.

After the first checkpoint, turn around and make the very first left to cross over to the other side and turn right. After that, don't cross sides again—run straight ahead, turning left around the next three corners and fending off the Agency men who pour from the control room.

Inside the control room are two more Agency men—snipe them and pull the sewer-drain control switch.



You'll quickly be attacked by two men in flak jackets, so snipe for head shots and then return to where Teresa was waiting.



She has taken off after Stevens, so drop down into the sewer pit with

the green walls and climb up to the other walkway to the left of Teresa's waiting place.

Battle forward through the hordes until you reach the wide-open room with the pipe stretching between the walls. Some of the enemies are in flak jackets, so be prepared.

When the area is clear, get out your M5, jump up, dangle from the pipe, and go hand-over-hand across the gap. Keep a close eye on your radar, as soon as the two enemies appear, get target locks and start shooting. After Teresa helps you to the other side, follow the trail of corpses she left. After the cut-scene, you must take down three Agency men. Take cover and snipe, then follow Teresa up the ramp.

As you enter the area where the wall stripes turn blue, heed Teresa's warning. Run straight ahead—fast—and roll to avoid the runaway van.

Immediately run forward and target the enemies attacking Teresa.

As she crouches behind the wall, position yourself behind her and prepare for an attack from behind. Quickly put down the attacker before he kills you both.

Follow Teresa as she moves over and chucks a smoke grenade. Crouch and wait for the Agency men to pour out, then mow them down with head shots. Gather up their M-79s so that you have four rounds.

Head up the stairs where the men came from. Sniping is tough here; instead, get out your H11 and sneak around each corner, being careful to expose yourself to only one enemy at a time. Crouch to improve your aim and squeeze off about 40 rounds against each Agency man. You'll have to mow down seven before you reach the floor where the van is driving slowly past the doorway.

Go through the door and take down the men following the van.

Then take cover next to the van and snipe the next Agency guy, who's camped to the right of the doorway you just came through and in front of the Level 4 sign. A man in a flak jacket is hiding behind the other van in this level. For a cheap kill, sometimes you can snipe him in the leg by shooting underneath the van; an M-79 round is easier. Lastly, snipe the fourth and final Agency man, who's moving back to the doorway.

When Teresa appears with Stevens, kill him as he kneels to end the level.

Finale

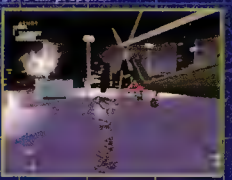
Killing Chance is pretty hard, so be prepared to try a few times. When the level opens, run out the door to your right and approach the chopper.

In the open bay of the chopper, there's a crate containing a new weapon, the UAS-12. It can't penetrate Chance's armor, but it can jolt him back, which is the key. Grab this gun.

Run toward the tail end of the chopper, being careful to avoid the whirling blades. Watch your Danger meter and roll repeatedly to minimize the damage you take. Don't worry about returning fire until later—focus on moving as quickly as possible.

Circle around the tail end of the chopper and approach that open bay from the other side. There's another crate there containing a flak jacket—grab this because you're probably almost dead. Pause the game and use the Weaponry menu to equip the UAS-12—this keeps you safe while you're changing weapons.

At this point, Chance should've followed you around the tail end of the chopper. Get a target lock and fire repeatedly, lining up the shots so that you knock him back into the chopper's tail propeller.



Reposition yourself as needed to keep knocking him back into the blades—when he collides with them, he's dead and you've beaten the game. Be sure to sit through the credits to catch the "extra" movie with the surprise ending that follows the credits. And don't worry—as Gabe says, "It's not over yet!"

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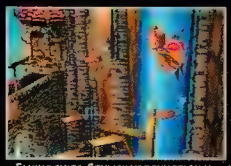

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STREET FIGHTER III DOUBLE IMPACT

Part 1

Dreamcast

The hard-hitting arcade version of Street Fighter III Double Impact has made its way to the Dreamcast. We break down the first five fighters with a complete guide to their basic skills, special moves, Super Arts, and combos.

By Bruised Lee

Basic Skills

Learn these basic skills before you begin a fight. The following moves apply to every fighter.

Forward Dash
Tap →, →

Backward Dash
Tap ←, ←

High Jump
Tap ↓, ↑

Jump High Toward Opponent
Tap ↙, ↗

Jump High Backward
Tap ↘, ↖

Parrying
Each fighter can counter both high and low attacks at the moment of impact. The timing for parrying requires a lot of practice to master. It is not recommend against a skilled opponent and should be used sparingly to maintain the element of surprise.

Note: The following parrying moves can also be performed in the air.

High Parry

To parry a high, incoming move, at the moment of impact, tap →

Low Parry

To parry a low incoming move, at the moment of impact, tap ↓

Super Arts
Depending on which fighter and Super Art you select, your Super Bar will max out at different levels. Levels can be carried over from round to round. You can increase your Super Bar by hitting your opponent, getting hit, and performing special moves. When the Super Bar reaches a new level, you can perform a Super Art.

Start With an Air Attack

You start most combos (with all characters) by jumping in deep with a move. This is a good way to get in close to your opponent and land an extra hit.

Cross-Up Attacks

To perform a cross-up attack, jump in with a move toward the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent.

Starting Two-in-One Combos
To perform a two-in-one combo, begin a move with your character, then immediately go into the second move. If you time it correctly, you can execute both moves; if your opponent doesn't block the first move, the second move will also connect.

Note: Not all fighters' regular and special moves can be chained together into a two-in-one.

Example of a Basic Two-in-One Combo

Hold ↓, tap MK

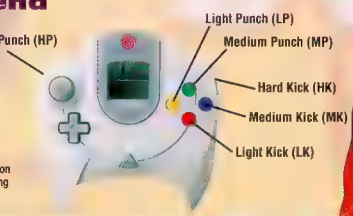
When your character starts the move, immediately two-in-one into the Hurricane Kick by motioning ↙ ← LK. Normally, to perform a Hurricane Kick, you would have to motion ↓ ↙ ←, but, because you were holding ↓ from the previous move, you only have to motion ↙ ← LK to get off the two-in-one combo.

Controller Legend

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

( ) = Execute commands in parentheses simultaneously.



Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

Ryu

Special Moves

Fireball

Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick

Motion ↓ ↙ ← K

Note: This move can also be performed in the air.

Sidekick

Motion ← ↙ ↓ ↘ → K

More Special Moves

Overhead Punch
Tap (→ MP)

Shoulder Throw
Tap →, MP or tap →, HP

Kick Toss
Tap →, MK or tap →, HK

Super Arts

Super Art I - Fireball

Motion ↓ ↘ → ↓ ↘ → P

Super Art II - Dragon Punch

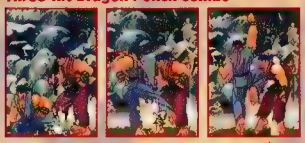
Motion ↓ ↘ → ↓ ↘ → P

Super Art III - Charge Fireball

Motion ↓ ↘ → ↓ ↘ →, hold P

Killer Combos

Three-Hit Dragon Punch Combo



Jump in deep, hold ↓, tap LK | Tap LK | Motion → ↓ ↘ HP

Four-Hit Hurricane Kick Combo

Jump in deep, tap HP | Tap LP | Tap LK | Motion ↓ ↙ ← LK

Four-Hit Fierce Combo

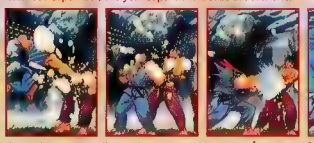
Jump in deep, tap HP | Tap MP | Tap HP | Tap HK

Three-Hit Fireball Combo

Jump in deep, tap HP | Tap (↓ MK), two-in-one | Motion ↘ → MP

Eight-Hit Super Fireball Combo

Note: Use Super Art I, and your Super Bar must be at Level One.



Jump in deep, tap HP | Tap HP | Motion ↓ ↘ → HP | Motion ↓ ↘ → ↓ ↘ → HP for five hits

Three-Hit Jump in Dragon Punch Combo

Jump in deep, tap HK | Tap (↓ MK) | Motion → ↓ ↘ HP

More Killer Combos

Three-Hit Roundhouse Hurricane Kick Combo
Jump in deep, tap HK, MK, motion ↓ ↙ ← MK

Five-Hit Twin Super Combo
Note: Use Super Art I, and your Super Bar must be at Level Two.
Jump in deep, tap HK, MK, motion ← ↙ ↓ ↘ → (LK MK), motion ↓ ↘ → HP, motion ↓ ↘ → ↓ ↘ → LP

Eight-Hit Super Dragon Punch Combo
Note: Use Super Art II, and your Super Bar must be at Level Two.
Jump in deep, tap HP, hold ↓, tap MK, two-in-one, motion ↘ → MP, motion ↓ ↘ → ↓ ↘ → MP for four hits, motion → ↓ ↘ HP

Ken

Special Moves

Fireball

Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick

Motion ↓ ↙ ← K

Note: This move can also be performed in the air.

Overhead Kick

Tap (→ MK)

More Special Moves

Shoulder Throw
Tap →, MP, or tap →, HP

Knee Bash
Tap →, MK

Kick Toss
Tap →, HK

Super Arts

Super Art I · Rising Dragon Wave

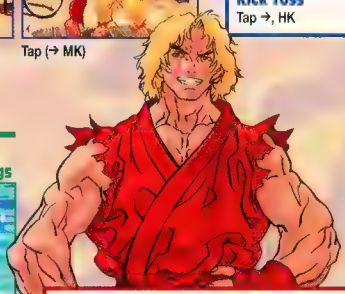
Motion ↓ ↘ → ↓ ↘ → P

Super Art II · Vertical Dragon Wave

Motion ↓ ↘ → ↓ ↘ → K, tap K repeatedly

Super Art III · Hurricane Thunder Legs

Motion ↓ ↘ → ↓ ↘ → K, tap K repeatedly



Another Killer Combo

Twelve-Hit Super Hurricane Thunder Legs Combo

Note: Use Super Art III, and your Super Bar must be at Level One.

Jump in deep, tap HP, MP, HP, motion ↓ ↘ → ↓ ↘ → HK for nine hits

Killer Combos

Three-Hit Fireball Combo

Jump in deep, tap HP — Tap (↓ MK), two-in-one — Motion ↘ → MP

Five-Hit Dragon Punch Combo

Jump in deep, tap HP — Tap (↓ MK) — Motion → ↓ ↘ HP for three hits

Five-Hit Cross-Up Dragon Punch Combo

Cross-up, tap MK — Tap HP — Motion ← ↓ ↙ HP for three hits

Seven-Hit Hurricane Kick Combo

Jump in deep, tap HP — Hold ↓, tap MK, two-in-one — Motion ↙ ← HK for five hits

Thirteen-Hit Super Fireball Combo

Note: Use Super Art I, and your Super Bar must be at Level One.

Jump in deep, tap (↓ MK), two-in-one — Tap ↘ → MP — Motion ↓ ↘ → ↓ ↘ → MP for 11 hits

Thirteen-Hit Super Rising Dragon Wave Combo

Note: Use Super Art I, and your Super Bar must be at Level One.

Jump in deep, tap HP — Tap (↓ MK) — Motion ↓ ↘ → ↓ ↘ → HP for 11 hits

Eight-Hit Fierce Hurricane Kick Combo

Jump in deep, tap HP — Tap MP — Tap HP, two-in-one — Motion ↓ ↙ ← HK for five hits

Fourteen-Hit Super Twin Dragon Wave Combo

Note: Use Super Art I, and your Super Bar must be at Level One.

Jump in deep, tap MP — Tap HP — Motion → ↓ ↘ HP — Motion ↓ ↘ → ↓ ↘ → HP for 11 hits

Akuma

Special Moves

Fireball

Motion ↓ ↘ → P

Note: This move can also be performed in the air.

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick

Motion ↓ ↙ ← K

Note: This move can also be performed in the air.

Teleports

Motion → ↓ ↘, tap (LP MP HP) or motion → ↓ ↘, tap (LK MK HK), or motion ← ↓ ↙, tap (LP MP HP) or motion ← ↓ ↙, tap (LK MK HK)

More Special Moves

Roll Forward
Motion ← ↙ ↓ ↘ → K

Overhead Chop
Tap (→ MP)

Air Kick Lunge
While in the air, tap (↓ MK)

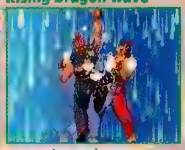
Knock Fireball
Motion → ↘ ↓ ↙ ← P

Super Arts

Super Art I • Super Fireball

Motion ↓ ↘ → ↓ ↘ → P

Super Art II • Rising Dragon Wave



Motion ↓ ↘ → ↓ ↘ → P

Super Art III • Hurricane Thunder Legs

Motion ↓ ↘ → ↓ ↘ → K

Classic Super

Note: Your Super Bar must be full.

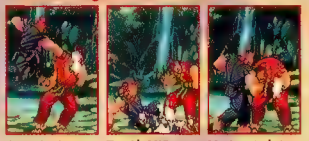
Tap LP, LP, (→ LK), HP

Killer Combos

Three-Hit Cross-Up Combo

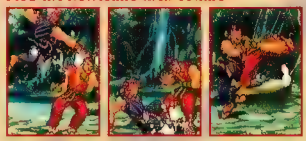
Cross-up, tap MK | Hold ↓, tap MP, two-in-one | Motion ↙ ← MP

Five-Hit Dragon Punch Combo



Jump in deep, tap HP | Tap (↓ MK) | Motion → ↓ ↘ HP for three hits

Five-Hit Hurricane Kick Combo



Jump in deep, tap HP | Hold ↓, tap MK, two-in-one | Motion ↙ ← HK for three hits

Five-Hit Air Lunge Combo

Jump in deep, tap (↓ MK) | Hold ↓, tap HP, two-in-one | Motion ↙ ← LK | Motion → ↓ ↘ HP for two hits

Sixteen-Hit Super Hurricane/Dragon Thunder Combo

Note: To perform this move, you must use Super Art III and your Super Bar must be at Level One.

Jump in deep, tap HP | Hold ↓, tap MP, two-in-one | Motion ↙ ← LK | Motion → ↓ ↘ LP | Motion ↓ ↘ → ↓ ↘ → MK for 12 hits

More Killer Combos

Five-Hit Hurricane/Dragon Punch Combo
Jump in deep, tap HP, MP, motion ↓ ↙ ← LK, motion → ↓ ↘ HP for two hits

Five-Hit Cross-Up Hurricane/Dragon Punch Combo
Cross-up, tap MK, hold ↓, tap MP, two-in-one, motion ↘ → LK, motion ← ↓ ↙ HP for two hits

Eight-Hit Super Hurricane/Dragon Combo
Note: Use Super Art I, and your Super Bar must be at Level One.
Jump in deep, tap HP, hold ↓, tap MK, two-in-one, motion ↙ ← LK, motion → ↓ ↘ LP, motion ↓ ↘ → ↓ ↘ → MP for four hits

Nine-Hit Super Fireball Combo
Note: Use Super Art I, and your Super Bar must be at Level One.
Jump in deep, tap HP, hold ↓, tap MK, two-in-one, motion ↘ → MP, motion ↓ ↘ → ↓ ↘ → MP for six hits

Sixteen-Hit Super Hurricane Thunder Legs Combo
Note: Use Super Art III, and your Super Bar must be at Level One.
Jump in deep, tap (↓ MK), (↓ MK), motion → ↓ ↘ HP for two hits, motion ↓ ↘ → ↓ ↘ → MK for 12 hits

Ibuki

Special Moves

Air Attack

While in the air, motion ↓ ↘ → P

Roundhouse Kicks

Motion ↓ ↙ ← K

Kick Launch

Motion → ↓ ↘ K

Slide Attack

Motion ↓ ↘ → K

More Special Moves

Overhead Kick
Tap (→ MK)

Shoulder Throw
Tap (→ MP) or tap (→ HP)
Note: This move can also be performed in the air.

Power Grab
Motion → ↘ ↓ ↙ ← P

Super Arts

Super Art I • Ninja Stars

In the air, motion ↓ ↘ → ↓ ↘ → P

Super Art II • Power Ball

Motion ↓ ↘ → ↓ ↘ → P

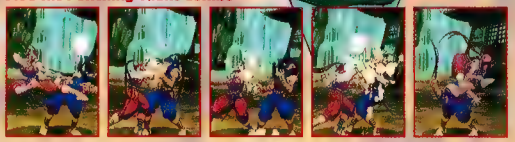
Super Art III • Rush Attack

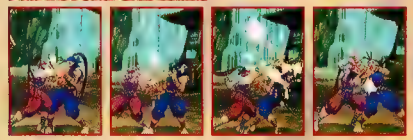
Motion ↓ ↘ → ↓ ↘ → P

Killer Combos

Four-Hit Taunt Combo

Jump in deep, tap MK | Tap LK | Tap MK | Tap (HP HK)

Five-Hit Punching Taunt Combo

Jump in deep, tap MK | Tap LP | Tap MP | Tap HP | Tap (HP HK)

Four-Hit Power Grab Combo

In close, tap LP | Tap MP | Tap HP | Motion → ↘ ↓ ↙ ← MP

Ten-Hit Super Kick Rush Attack Combo
Note: To perform this move, you must use Super Art III and your Super Bar must be at Level One.

Jump in deep, tap MK | Tap LK | Tap MK | Motion ↓ ↘ → ↓ ↘ → MP for six hits | Tap HK

Twelve-Hit Super Rush Attack Combo
Note: To perform this move, you must use Super Art III and your Super Bar must be at Level One.

Jump in deep, tap MK | Hold ↓, tap LP | Tap MP, two-in-one | Motion ↙ ← MK for two hits | Motion ↓ ↘ → ↓ ↘ → MP for six hits | Tap HK

More Killer Combos

Eight-Hit Cross-Up Combo
Note: Use Super Art I, and your Super Bar must be flashing.
Cross-up, tap MK, LP, MP, HP, motion ← ↓ ↙ (MK HK)

Eleven-Hit Super Ground Rush Attack Combo
Note: Use Super Art III, and your Super Bar must be at Level One.
Jump in deep, tap LP, MP, HP, motion ↓ ↙ ← MK for two hits, motion ↓ ↘ → ↓ ↘ → MP for six hits

VAMPIRES COUNTDOWN

GET IN TOUCH WITH YOUR INNER PSYCHOPATH

And you better learn fast. Because you're Keith Snyder, bodyguard, trapped in the Desert Moon Hotel when all the patrons are turned into vampires. Your job... find out why and destroy a few million nasty vampires in the process. There is a myriad of environments, awesome weapons and challenging puzzles to keep you on the edge of your seat. You can even pick your blood type and play as a human or vampire. Videogames.com said, "If you're looking for an RE-style game with a twist this might be your best move." So get moving, before you become another dead meat.

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PlayStation

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BANDAI

Dudley

Special Moves

Sucker Punch

Motion → ↘ ↓ ↙ ← P, tap P after hit

Charging Punches

Motion ← ↙ ↓ ↘ → P

Ducking Attack

Motion ← ↙ ↓ ↘ → K, tap K or tap P

Spinning Drill

Motion ↓ ↙ ← K

More Special Moves

Body Blow
Tap (→ MP)

Shoulder Throw
Tap (→ HP)

Uppercut
Motion → ↓ ↘ P

Super Arts

Super Art I · Super Uppercut

Motion ↓ ↘ → ↓ ↘ → P

Super Art II · Charging Attack

Motion ↓ ↘ → ↓ ↘ → P, tap P repeatedly

Super Art III · Spinning Punches

Motion ↓ ↘ → ↓ ↘ → P

Killer Combos

Five-Hit Charging Punches Combo

Jump in deep, tap HP | Tap MP | Motion ← ↙ ↓ ↘ → LP for three hits

Three-Hit Fury Combo

Jump in deep, tap HP | Tap MP | Tap HP

Three-Hit Uppercut Combo

Jump in deep, tap HP | Tap MP | Motion → ↓ ↘ MP

Four-Hit Punching Combo

Jump in, tap HK | Tap MK | Tap HK | Tap HP

Fifteen-Hit Super Uppercut Combo

Note: To perform this move, you must use Super Art I and your Super Bar must be at Level One.

Jump in deep, tap MP | Hold ↓, tap LK | Tap MK | Motion → ↓ ↘ MP | Motion ↓ ↘ → ↓ ↘ → MP for 11 hits

Fourteen-Hit Super Fierce Uppercut Combo

Note: Use Super Art I, and your Super Bar must be at Level One.

Jump in deep, tap MK | Tap MK | Tap HK | Motion ↓ ↘ → ↓ ↘ → MP for eleven hits

More Killer Combos

Nine-Hit Super Spinning Punches Combo
Note: Use Super Art III, and your Super Bar must be at Level One.
Jump in deep, tap HP, MK, HK, HP, motion ↓ ↘ → ↓ ↘ → MP for five hits

Twelve-Hit Super Low Charging Attack Combo
Note: Use Super Art II, and your Super Bar must be at Level One.
Jump in deep, tap MK, hold ↓, tap LK, MP, HP, motion ↓ ↘ → ↓ ↘ → HP, tap HP repeatedly for eight hits

Thirteen-Hit Super Charging Attack Combo
Note: Use Super Art II, and your Super Bar must be at Level One.
Jump in deep, tap MK, LK, MK, MP, HP, motion ↓ ↘ → ↓ ↘ → HP, tap HP repeatedly for eight hits

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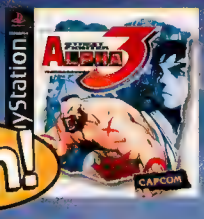

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PlayStation

Big Air

All Courses and Unlock Boards

All Courses: At the main menu, **quickly press Right, Left, Right, Left, ○, □, ○, □.** If you entered the code correctly, "Open Countries" will appear at the top of the screen. All courses will be available in either Free Ride mode.

Unlock Boards: At the main menu, **quickly press the following buttons** to unlock these boards. If you're successful, "Cheat: Secret Board" will appear with a number at the top of the screen. At the Select Board screen, choose the Pitbull label, then **press Left or Right** to choose a board.

Accolade Board: Quickly press Right, Left, Right, Left, □, ○, ○, □.

Angel Board: Quickly press Right, Left, Right, Left, □, ○, □, ○.

Big Air Board: Quickly press Right, Left, Right, Left, □, □, □, ○.

Daniel's Board: Quickly press Right, Left, Right, Left, ○, □, □, ○.

Fire Board: Quickly press Right, Left, Right, Left, □, ○, □, □.

Jimmy's Board: Quickly press Right, Left, Right, Left, □, ○, ○, ○.

John's Board: Quickly press Right, Left, Right, Left, ○, □, □, □.

Steve's Board: Quickly press Right, Left, Right, Left, □, □, ○, ○.

TD5 Board: Quickly press Right, Left, Right, Left, □, □, ○, □.

READER TIP OF THE MONTH

PlayStation

Fear Effect

Invincibility, Infinite Ammo, and More

At the main menu, choose Options, then Credits. Enter any of the following button presses to activate these cheats. If you enter a code correctly, the screen will flash and you'll hear a gunshot.

Infinite Ammo: Press L1, △, Up, Down, ○, ○, △, □, Left, △.

Invincibility: Press L1, △, Up, Down, ○, ○, △, □, Right, □.

One Shot Kills Enemies: Press L, △, Up, Down, ○, ○, △, □, Down, R1.

Powerful Enemies: Press Down, Down, Down, △, Down, Down, Down, □, Left.

Puzzles Solved: Press L1, △, Up, Down, ○, ○, Down, Down, Down, Up.

Anthony Guerrero
Azusa, CA

fear effect

Nintendo 64

World Driver Championship

Unlock All Sydney Tracks

Remove the memory pack from your controller. At the main screen, choose Championship, then choose New Game. Enter your name as FROZENSKY. At the next screen, **press A twice** to proceed to a menu where you can choose Teams or Main Menu. Choose Main Menu, then choose Quick Race. At the track selection screen, all six Sydney tracks will now be available.

Dreamcast

NHL 2K

Big Heads

At the title screen, on controller 4 (D controller), **hold L and R and press B, A, B, Y.** If you entered the code correctly, you'll hear a voice say "Oh Blackbox, Baby." When you start the game all players but goalies will have big heads.

Dreamcast

Wild Metal

All Weapons, Full Health, and More

During the game, press the following buttons to activate these cheats:

All Weapons: Press A, A, Right, Y, A, Right.

Full Health: Press Down, Down, A, X, B, X.

Invincibility: Press Y, Right, B, Left, X, Down.

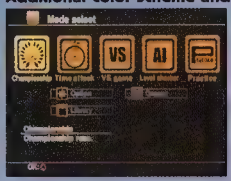
Reveal All Tokens: Press Y, B, A, Left, Down, Down.

Speed Boost: Press Up, X, Down, B, A, Y.

Dreamcast

TNN Motorsports: Hardcore Heat

Additional Color Scheme and Unlock Vehicles



At the mode-selection screen, input the following codes for these cheats:

Additional Color Scheme: Press Down, Left, Up, Right, X, Y, L, R.

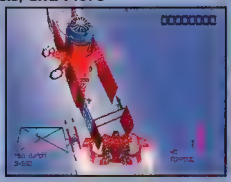
Fighter Jet: Press Left, Right, Down, X, X, X, X.

LE-2001 Truck: Press Y, X, Right, Left, Right, Left, Down, Down, Up, Up.

PlayStation

Blast Radius

Alternate Planets, Bonus Levels, and More

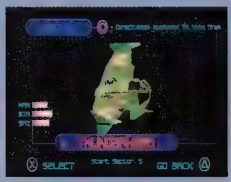


Alternate Planets: At the main menu, **press Down, Up, L1, Right, L1, Up, Right, Select, Right, R2, L1, L2.** If you entered the code correctly, you'll hear an explosion. The planets will now look like other objects, such as faces.

Note: This cheat cannot be used if the "Power Up All Ships" or "Wraith Ship" cheats are active (see below).

Bonus Levels: At the main menu, **press L1, Left, L2, Down, Select, Left, Down, R2, R2, R2, Select, Up.** If you entered the code correctly, you'll hear an explosion. Choose either a one-player or two-player game and select any ship. At the bnefing screen, the mission will still appear as Sector 1. Choose Begin Mission. Enemy ships will now appear as World War I aircraft—zeppelins and biplanes.

Note: This cheat cannot be used if the "Power Up All Ships" or "Wraith Ship" cheats are active (see below)



Power Up All Ships: At the main menu, **press Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down.** If you entered the code correctly, you will hear an explosion. Start a game and quit immediately. When you start a new game, all ships will be powered up and Sector 5 will be available.

Wraith Ship: Activate the "Power Up All Ships" cheat (see above). At the main menu, **press Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up.** If you entered the code correctly, you'll hear an explosion. Start a new game and quit immediately. When you start a new game, the Wraith ship will now be available at the ship-selection screen and Sector 8 will be available.

BLAST RADIUS

Nintendo 64

Resident Evil 2

Invincibility and Infinite Ammo

Invincibility: At the main menu, choose Load Game **Press Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, top-C, bottom-C.** If you entered the code correctly, you'll automatically go back to the main menu.

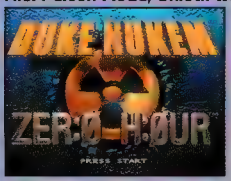
Infinite Ammo: At the main menu, choose Load Game. **Press Up, Up, Up, Up, Right, Right, Right, Right, right-C, left-C.** If you entered the code correctly, you will automatically go back to the main menu.

Jarrod R. Gandy
Athens, AL

Nintendo 64

Duke Nukem: Zero Hour

First-Person Mode, Unlock Weapons, and More



At the Press Start screen, input any of the following button presses to enable these cheats. If you entered the cheat correctly, you'll hear a horse neigh. At the main menu, go to the Cheats menu to toggle cheats on and off.

.30-.30 Rifle: Press top-C, bottom-C, left-C, right-C, L, R.

Action Nukem Mode: Press Down ,Down, A, Z, Z, Left, A.

First-Person Mode: Press Down, Up, L, B, Z, Left, top-C, right-C, left-C, Z.

Freeze-Thrower: Press Down, Up, A, L, R, Z.

Nathan Foster
Tyrone, PA

PlayStation

Die Hard Trilogy 2: Viva Las Vegas

Level Select and Cheat Codes

Level Select: At the main menu, **press L1, L1,** ○, ○, □, □. At the Debug menu, choose Direct Level Access, then choose a game mode (3rd Person, Gun, or Driving), then choose a level.

Cheat Codes: Pause the game and press any of the following button combinations to activate these cheats. If you entered the code correctly, the top of the Pause menu will read "Cheat Enabled." Enter the code again to disable the cheat. The Auto-Reload and Slow-Motion cheats can be used only in Gun mode; the other cheats can be used only in 3rd Person mode.

Auto-Reload: Press ○, ○, △, △, □, □.

Big Heads: Press **R1, R1, L1, L1,** △, △.

Exploding Heads: Press □, □, ○, ○, **R1, R1.**

First-Person View: Press ○, ○, △, △, □, □.

Skeleton: Press ○, □, △, △, □, ○.

Slow-Motion: Press △, **L1,** △, **L1,** △, **L1.**

Dreamcast

Virtua Striker 2

Unlock Stadiums

At the main menu, choose Match Play and start a game as normal. At the stadium selection screen, **press and hold Start and press A.** You will play in a new stadium. To unlock a second stadium, highlight the Diva Geo Stadium, **press and hold Start, and press A.**

PlayStation

Twisted Metal 4

Unlock Levels, Unlock Cars, and More

At the main menu, choose Options, then Password. Input any of the following button presses to activate these cheats. If you entered the password correctly, you'll hear laughing.

Amazon Level: Press ○, L1, Start, L1, Start.

Bedroom Level: Press L1, Right, Left, Left, L1.

Carnival Level: Press ○, Left, Down, R1, L1.

Maze Level: Press Start, R1, Left, R1, R1.

More Powerful Specials: Press Up, Start, ○, R1, Left.

Neon City Level: Press Left, △, Right, Right, Left.

Oil Rig Level: Press Start, Left, Up, Start, ○.

Road Rage Level: Press Start, Start, Down, ○, L1.

Unlock Minion: Press △, L1, L1, Left, Up.

Unlock Moon Buggy: Press Start, △, Right, L1, Start.

Unlock Super Auger: Press Left, ○, △, Right, Down.

Unlock Super Axle: Press Up, Right, Down, Up, L1.

Unlock Super Slamm: Press Right, L1, Start, ○, Start.

Unlock Super Thumper: Press ○, △, Start, ○, Left.

Dante Blanton
Nashville, TN

PlayStation

NBA Live 2000

Unlock Players

At the main menu, choose Create Player. Enter the following passwords as the first and last names to unlock these players. If you entered the password correctly, you'll see a message saying that the player has been unlocked. Enter the Unlock Legends menu, push left or right for the decade, up or down for the player, and **press X**. The unlocked player will now be in the free agent pool.

NOTE: A _ designates a blank space

1980s	First Name	Last Name
Charles Barkley:	MOUND_OF	REBOUND
Larry Bird:	CELTICS	PRIDE
Julius Erving:	DOCTOR'S	IN
George Gervin:	CHILLED	ICEMAN
Magic Johnson:	MAGICAL	GUARD
Moses Malone:	FREE	THROWS
Hakeem Olajuwon:	THE_DREAM	MACHINE
Robert Parish:	CELTIC	CHIEF
Isiah Thomas:	BAD	BOY
Dominique Wilkins:	HIGH	LIGHT
James Worthy:	BIG	GAME
1990s		
Patrick Ewing:	PLAYER	PRESIDENT
Grant Hill	CLASS	ACT
Michael Jordan:	COME_FLY	WITH_ME
Shawn Kemp:	POWER	DUNKER
Karl Malone:	MAILMAN	DELIVERS
Reggie Miller:	OUTSIDE	THREAT
Shaquille O'Neal:	LITTLE	WARRIOR
Gary Payton:	HUMAN	ADMIRAL
Scottie Pippen:	COMPLETE	GAME
David Robinson:	SPURS	ADMIRAL
John Stockton:	JAZZ	MAN

Eric Rojas
Rialto, CA

Nintendo 64

Bass Hunter 64

Unlock Fast Boat, Active Fish, and More

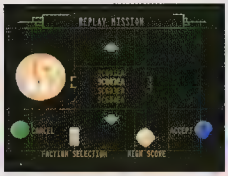
Pause the game, choose Options, then choose Enter Cheat Code. Input any of the following passwords to activate these cheats. If you entered the cheat correctly, you'll hear a sound.

Active Fish:	HAPPYFISH
Big Head:	HEADADBIGA
Catch Al Linder:	FISHMAN
Easy to Catch Fish:	SUPERLURE
Extra Money:	ALLDCASH
Funny Noises:	SILLYSOUND
Large Fish:	MONDOFISH
No Competitors:	NOCOMP
No Penalties (Tournament):	NOPENALTY
No Snags:	BAGDSNAG
Scarce Fish:	WHEREDFISH
Stock Live Well with Fish:	GIMMIEDFISH
Unbreakable Line:	SUPERSTRING
Unlock All Lakes:	ALLDLAKES
Unlock All Lures:	ALLDLURES
Unlock Bathtub Boat:	RUBADUBDUB
Unlock Fast Boat:	HYPERBOAT
Unlock Slow Boat:	WHATADRAG
Win Tournament:	IWINIWIN

Nintendo 64

Command and Conquer

All Missions



At the "Press Start" screen, **press B, A, R, R, A, right-C, Up, Down, A. Press Start,** choose Replay Mission, then **press L**. All missions will now be available.

Nintendo 64

WCW Mayhem

All Wrestlers, Bionic Wrestlers, and More

At the main menu, choose Pay-Per-View Password. Input any of the following passwords to activate these cheats or to access Pay-Per-View Events. Passwords are case-sensitive. If you entered the password correctly, a message at the bottom will read that the cheat has been enabled.

All Wrestlers:	PLYHDSGYS
Bionic Player-Created Wrestlers:	MKSPRCWS
Identical Wrestlers (In Two-Player Mode):	DPLGNGRS
Momentum Meter:	PRNTMMNTM
Stamina Meter:	PRNTSTMN
Starcade Pay-Per-View Event:	@KcXKF=W?j^pF
SuperBrawl Pay-Per-View Event:	rJPmB6lfMlk$B
World War III Pay-Per-View Event:	yKh#J$=JQLmFs

PlayStation

South Park

Cheat Menu

At the main menu, choose Enter Cheats. Enter ZBOBBYBIRD as the password. If you entered the password correctly, a Cheats menu where you can toggle cheats on and off and choose levels will become available at the main menu.

77 WAYS TO SAY NO TO WEED & STILL BE COOL

1. No, I already eat too much junk food. 2. No, what do I look like? A hippie? 3. Top three answers on the board, survey says . . . NO! 4. No thanks, I'm into reality. 5. Got a pen? Write this down . . . No. 6. No, not now. Ask me again in a billion years. 7. Right now's no good. How's never? 8. Two words: N - O. 9. No, the weather just isn't right for it. 10. No, I never smoke on days that end in Y. 11. No, weed's a bit too twentieth century for me. 12. Haven't you seen the fried egg in those ads? 13. Look at the time. Gotta go. 14. No, we might all end up on one of those cop shows. 15. I'll pass. 16. No way, put it away. 17. Are you crazy? 18. Sorry, I got stuff to do. 19. Not today, not tomorrow. How about never? 20. Nah, I have plans today. 21. See ya, wouldn't wanna be ya. 22. Be gone. 23. Nope. Smell ya later! 24. No, I'm allergic. 25. No, but if you have any chocolate... 26. I've got to get home and walk my dog. 27. No, I only smoke sausage. 28. No, I don't know where that stuff's been. 29. No, grass is for mowing. 30. No, I don't have any money for potato chips. 31. Nah, I hate anything green. 32. No, that's cruelty toward plants. 33. No, I might wind up in one of those ads. 34. I don't have time for drugs. 35. I don't do the pot thing. 36. I don't want your life. 37. Sorry, I'm on a drug-free diet. 38. Uhhh . . . let me think . . . No! 39. Not now. Maybe in the next millennium. 40. You must be mistaking me for an idiot? 41. I don't think so. 42. Poof! 43. I'd rather eat my mother's mystery casserole. 44. No, it's not my style. 45. No. And get a life while you're at it. 46. I'm on my way to the mall. 47. Did you just ask me if I wanted to do drugs? I didn't think so. 48. No, I don't talk to strangers, stranger. 49. I don't want to have "pot" breath. 50. No, weeds are for whacking. 51. No, I'm already weird enough. 52. What does this look like? Woodstock? 53. I prefer my brown eyes to your red ones. 54. My parents did and look at them now. 55. No, it'll violate my parole. 56. What part of "no" don't you understand? 57. I'll say it slow for you, "nnnnooo." 58. How do they say "No" on your planet? 59. No, I have a very busy schedule. 60. No, no, a thousand times no. 61. No offense, but no. 62. Gee thanks, but I'm high on life. 63. No, somebody might see us. 64. No. Get it? Got it? Good. 65. No, my imagination is good enough already. 66. No thanks, I already feel paranoid. 67. No, I might forget my locker combination. 68. No way, I might be tempted to eat school food. 69. No, if I want to look stupid I'll become a mime. 70. Let's not go there. 71. No, you might be an undercover cop. 72. No, I got places to go, people to see. 73. No, in fact, never. 74. Not tonight, I have a headache. 75. No, I like my brain the way it is. 76. No thanks, I might get kicked off the Math team. 77. No, and that's my final answer!

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Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or mail it (or a copy) to *GamePro* by June 30, 2000. Or go to **www.gamepro.com** and enter online! You'll be entered in a contest to win the prizes listed.

50 WINNERS!

Name _____ Age _____

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HOW TO ENTER

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(Please enter "June GamePro Survey" in the subject line.)

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1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful." Thanks!

Cover	All / Some / None	A	B	C	D	F
Table of Contents	All / Some / None	A	B	C	D	F
Editor's Letter	All / Some / None	A	B	C	D	F
Head2Head	All / Some / None	A	B	C	D	F
Art Attack	All / Some / None	A	B	C	D	F
Buyers Beware	All / Some / None	A	B	C	D	F
ProNews	All / Some / None	A	B	C	D	F
The Cutting Edge (X-Box)	All / Some / None	A	B	C	D	F
NetPro: NFS: Motor City	All / Some / None	A	B	C	D	F
Cover Feature: Perfect Dark	All / Some / None	A	B	C	D	F
Feature: PlayStation 2 Previews	All / Some / None	A	B	C	D	F
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Role-Player's Realm	All / Some / None	A	B	C	D	F
ProStrategy Guide Syphon Filter	All / Some / None	A	B	C	D	F
The Fighter's Edge: SFIII Double Impact	All / Some / None	A	B	C	D	F
SWATPro	All / Some / None	A	B	C	D	F

2. What game systems do you currently own?

- ☐ Dreamcast
- ☐ Game Boy/GB Color
- ☐ Macintosh G3/Imac
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ PC
  - ☐ Windows 98
  - ☐ Windows 95
  - ☐ Windows 3.1
- ☐ PlayStation
- ☐ Super NES
- ☐ Tiger game.com

3. What game systems do you plan to buy in the next 12 months?

- ☐ Dreamcast
- ☐ Game Boy/GB Color
- ☐ Macintosh G3/imac
- ☐ MS X Box
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ Nintendo Dolphin
- ☐ PC/Windows
- ☐ PlayStation
- ☐ PlayStation 2
- ☐ Tiger game.com

Tell us what you THINK!

4. Please indicate which of the following publications you purchase or read at least six times per year:

- ☐ Electronic Gaming Monthly
- ☐ Expert Gamer
- ☐ Game Fan
- ☐ GamePro
- ☐ Gamers Republic
- ☐ incite Video Gaming
- ☐ incite PC Gaming
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Official PlayStation Magazine (OPM)
- ☐ PSExtreme
- ☐ PSM
- ☐ Tips & Tricks

5. Would you like to see more editorial on the following

Anime	Yes	No
Arcade Games	Yes	No
Board Sports	Yes	No
Clothing/Fashion	Yes	No
Comic Books	Yes	No
Console Games	Yes	No
Consumer Electronics (DVD, MP3, etc.)	Yes	No
Entertainment News (Music, Movies, TV Shows, etc.)	Yes	No
Handheld Games	Yes	No
Online Games	Yes	No
PC Games	Yes	No

6. How did you get this copy of *GamePro*?

- ☐ Subscribed
- ☐ Purchased at the newsstand
- ☐ Other _____

7. Have you ever visited the *GamePro* Web site ? (www.GamePro.com)

☐ Yes ☐ No

8. If yes, please rate each of the following from 1 to 5 ("1" meaning very good, "5" meaning very bad):

Cheats and Strategies	1	2	3	4	5
Downloads	1	2	3	4	5
Navigation	1	2	3	4	5
Reviews and Previews	1	2	3	4	5
Site Performance (Load Speed)	1	2	3	4	5

9. If yes, please indicate how much you would like to see the following ("1" meaning very much, "5" meaning not very much)

Art Attack Online	1	2	3	4	5
Chat Rooms	1	2	3	4	5
Custom Home Page	1	2	3	4	5
Free E-mail	1	2	3	4	5
Instant Messaging	1	2	3	4	5

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JUNE 2000

Nintendo 64

1. Pokémon Stadium
2. Mario Party 2
3. Excitebike 64
4. WWF WrestleMania 2000
5. Tony Hawk's Pro Skater
6. Army Men: Sarge's Heroes
7. International Track & Field 2000
8. All-Star Baseball 2001
9. Super Smash Bros.
10. Disney's Tarzan

PlayStation

1. Syphon Filter 2
2. WWF SmackDown
3. Star Wars Episode I: Jedi Power Battles
4. Army Men: World War
5. Need for Speed: Porsche Unleashed
6. Triple Play 2001
7. Army Men: Sarge's Heroes
8. The Dukes of Hazzard: Racing for Home
9. Gran Turismo 2
10. Walt Disney World Quest: Magical Racing Tour

Dreamcast

1. Resident Evil Code: Veronica
2. Tom Clancy's Rainbow Six
3. Grand Theft Auto 2
4. Dead or Alive 2
5. 4 Wheel Thunder
6. Tomb Raider: The Last Revelation
7. Sword of the Berserk: Guts' Rage
8. Crazy Taxi
9. Star Wars Episode I: Racer
10. Carrier

Brother Buzz's Can't Miss List

Yow! The number of great video games for every system is insane! Summer is coming, so there's no reason you shouldn't crush your controllers and beat all of the thumb-numbing games below.

1. Resident Evil Code: Veronica *(Dreamcast)*
2. Syphon Filter 2 *(PlayStation)*
3. Tony Hawk's Pro Skater *(Nintendo 64)*
4. Gran Turismo 2 *(PlayStation)*
5. Crazy Taxi *(Dreamcast)*
6. Star Wars Episode I: Racer *(Dreamcast)*
7. Star Wars Episode I: Jedi Power Battles *(PlayStation)*
8. Super Smash Bros. *(Nintendo 64)*
9. Pokémon Stadium *(Nintendo 64)*
10. Tomb Raider: The Last Revelation *(Dreamcast)*

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